

USA SHOOTING GENERAL REGULATIONS

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INTRODUCTION

USA Shooting General Regulations and General and Special Technical Rules

USA Shooting is recognized by the world governing body of shooting, the International Shooting Sport Federation (ISSF), as its' United States National Federation member. USA Shooting is recognized by the United States Olympic Committee (USOC) as the national governing body for the Olympic sport of shooting in the United States. USA Shooting is the official rule-making and competition-sanctioning body in the United States with responsibility for the governance of competitions in the shooting events and activities recognized by and/or promoted by the ISSF and USOC.

USA Shooting General Regulations are established by USA Shooting to provide general conditions to govern the organization and conduct of shooting competitions in the ISSF events in the United States. USA Shooting General Regulations are based upon the organizing principles in the ISSF General Regulations. USA Shooting General and Special Technical Rules are established by USA Shooting to provide specific technical rules to govern the organization and conduct of shooting competitions in the ISSF events in the United States. USA Shooting General and Special Technical Rules incorporate the ISSF General and Special Technical Rules and additions to those rules.

All USA Shooting additions are preceded by **USA** and are printed in this typeface.

All ISSF General and Special Technical Rules are printed without change in this typeface.

USA Shooting General Regulations and USA Shooting General and Special Technical Rules must be followed by competition shooters and used by organizing committees to govern USA Shooting sanctioned competitions. These regulations and rules may also be used to govern competitions in developmental shooting events, which lead to participation in ISSF shooting events. All shooters, team leaders and officials must be familiar with all USA Shooting rules and must ensure that these rules are enforced. USA Shooting regulations and rules include the following (standard abbreviations for each section are given in parentheses).

Section A: USA Shooting General Regulations (GR)

Section B: ISSF General Technical Rules For All Shooting Disciplines, With USA Shooting Additions (GTR)

Section C: ISSF Special Technical Rules For Rifle, With USA Shooting Additions (R)

Section D: ISSF Special Technical Rules For Pistol, With USA Shooting Additions (P)

Section E: ISSF Special Technical Rules For Clay Target Shooting, With USA Shooting Additions (CT)

Section F: ISSF Special Technical Rules For Running Target, With USA Shooting Additions (RT)

1.0 PURPOSE AND AUTHORITY

USA Shooting General Regulations and USA Shooting General Regulations and Special Technical Rules are established to govern the conduct of shooting competitions in the Olympic and ISSF events in the United States. USA Shooting competition regulations and rules also govern special and developmental events to promote participation and athlete development in Olympic and ISSF events.

1.1 Purpose

The purpose of USA Shooting competition regulations and rules is to provide a national system of fair, uniform, enforceable standards for the conduct of shooting competitions in the Olympic and ISSF events in the United States and for the conduct of special and developmental events which promote participation and athlete development in the Olympic and ISSF shooting events.

1.2 Basis Of Regulations

USA Shooting General Regulations are based upon the organizational principles in the **ISSF General Regulations**. All **USA Shooting General and Special Technical Rules** utilize the complete current text of the **ISSF General and Special Technical Rules**, and add certain USA Shooting modifications to those rules to recognize unique situations regarding the conduct of shooting competitions in the United States. Appendix 1 to the ISSF General Regulations is not included with these rules.

1.3 Approval Authority

USA Shooting recognizes the **USA Shooting General Regulations** and **ISSF General and Special Technical Rules** with USA Shooting modifications, as the basic governing documents for all USA Shooting sanctioned competitions. **USA Shooting General Regulations** and **USA Shooting Additions to ISSF General and Special Technical Rules** must be approved by and can only be amended by the USA Shooting Board of Directors.

1.4 Changes To ISSF Rules

When the ISSF modifies its General and/or Special Technical Rules, such changes will be officially adopted by USA Shooting and become effective on the official ISSF effective date for the changes.

1.5 Changes To USA Shooting Regulations And Additions To Rules

When USA Shooting modifies its Regulations or Additions to Rules, such changes will be effective when those changes are published on the official USA Shooting website, www.usashooting.com, or the official effective date of such changes

2.0 COMPETITION SANCTIONING AND SUPERVISION

USA Shooting governs United States competition in the Olympic and ISSF shooting events by sanctioning competitions in events recognized by USA shooting, including competitions in special and developmental shooting events which promote participation and athlete development in ISSF shooting events.

2.1 Definitions

The following definitions apply in the administration of USA Shooting sanctioned competitions.

Competition: A shooting contest offering competition in one or more events recognized by USA Shooting. USA Shooting sanctioning is awarded to a competition. A competition is the total activity offering opportunities to participate in one or more shooting events where rankings and awards are given, based on results in those events.

Event: A shooting event as defined by the ISSF and USA Shooting General Regulations (See GR 3.1). An event is a contest for a defined group of shooters in a specific course of fire.

Organizing Committee: The group of one or more persons who administer all phases of the competition.

Sponsor: The organization that provides the organizational and financial foundation for the formation of a competition organizing committee and the conduct of the competition.

Program: A document produced by a competition organizing committee to provide a list of events to be contested and other essential information regarding the competition. The program must be approved by USA Shooting and available to interested shooters before the competition.

Competition Director: The person designated by the organizing committee who is in charge of administering the competition staff.

Competition Official: A person who serves as a member of a competition organizing committee or jury to administer the competition.

Shooter: An individual competitor or participant in a shooting competition.

Team: A group of shooters participating in a team event listed in the competition program who meet the requirements for team membership.

Sanction: Official recognition by USA Shooting that a competition is proposed to be conducted in accordance with established USA Shooting regulations and rules and the general standards for fair competition.

Results List: A document produced by a competition organizing committee after an event or all events in a competition are concluded giving the names of participants and their mailing addresses and their results in order of place finish. A results list must be provided each participant at the end of the competition.

2.2 Competition Sanctioning Requirements

Sanctioning requirements and procedures have been established to provide for effective administration of USA Shooting competitions.

2.2.1 Sanctioning Procedures

Organizing committees or competition sponsors may apply for USA Shooting sanction of a competition by submitting an application for sanction. Forms are available from USA Shooting. Applications for sanctioned competitions must include a program for the competition. The competition is not an official USA Shooting sanctioned competition until USA Shooting approves the application and program.

2.2.2 Recommended Sanctioning

USA Shooting may sanction any competition, which includes Olympic, ISSF or special/developmental events, if the application submitted by the competition organizing committee is approved.

2.2.3 Required Sanctioning

USA Shooting must sanction any competition, which is a Preliminary Tryout (PTO), performance standard competition or team trial for qualifying for membership on the U.S. Shooting Team, National Team, National Development Team, or other USA Shooting team. This includes all “protected competitions” as defined by the United States Olympic Committee.

2.3 Types of Competitions

USA Shooting sanctions the following types of competitions:

2.3.1 Team Selection Matches

Special competitions leading to appointment to the U.S. Shooting Team, National Team, National Development Team or other team supported with USA Shooting or USOC funding.

2.3.2 Preliminary Tryout Matches (PTO)

All USA Shooting sanctioned competitions are recognized as preliminary tryout matches for the USA Shooting National Championships provided ISSF events are conducted. Preliminary tryouts are open to all shooters meeting USA Shooting eligibility requirements. USA Shooting will establish qualifying scores, which must be met in preliminary tryouts to qualify shooters for automatic invitations to the National Championships.

2.3.3 National Championships

USA Shooting National Championships, the USA Shooting National Junior Olympic Championships and other competitions sanctioned by USA Shooting to award national championship titles and awards. National Championships may be designated by USA Shooting as selection matches.

2.3.4 Regional and Zone Championships

Competitions with awards or titles limited to shooters residing in a defined geographic area. Regional or zone championship programs may permit shooters outside that area to compete on an open basis, but those shooters are not eligible for regional or zone championship awards or titles.

2.3.6 State Championships

Competitions with awards or titles limited to shooters residing in a particular state. State championship programs may permit shooters outside that state to compete on an open basis, but those shooters are not eligible for state championship awards or titles.

2.3.7 Leagues

As of January 1, 2007 USA Shooting will no longer be sanctioning Leagues.

2.4 Competition Organizing Committees

All USA Shooting sanctioned competitions must be conducted by an organizing committee that is appointed by a USA Shooting affiliated organization. All organizing committees applying for USA Shooting sanction must agree to comply with USA Shooting regulations and rules. When applying to conduct a USA Shooting sanctioned competition, the organizing committee agrees to assume all liability for actions or events occurring in conjunction with the competition.

2.4.1 National Championships and Team Selection Match Organizing Committees

USA Shooting National Championships and U.S. Shooting Team, National Team or National Development Team selection matches must be organized by USA Shooting or by an organizing committee formed under the supervision of USA Shooting.

2.4.2 State Championships Organizing Committees

A USA Shooting member club may organize state championships. The championships may be conducted at more than one site because of distance or range capacity with combined results to determine the champion. Only one open state championship per event may be conducted per state in any one calendar year.

2.4.3 Other Competition Organizing Committees

Other USA Shooting sanctioned competitions may be organized by a USA Shooting club or other organization, provided the competition includes one or more USA Shooting recognized events.

2.5 Competition Fees

Fees may be charged and collected from participants in sanctioned competitions to pay all or part of the costs of administering and conducting the competition, providing awards for shooters, fund raising and a reasonable profit for the organization conducting the competition.

2.5.1 USA Shooting Sanctioning Fee

The organizing committee will remit proper fees to USA Shooting within 30 days of the completion of the competition.

2.5.2 USA Shooting Special Fees

Additional fees may be charged by USA Shooting for events that have USA Shooting provided awards or have USA Shooting provided special benefits for the competitors; i.e., Regionals, Junior Olympic State Championships, etc.

2.5.3 Entry Fees

The organizing committee may establish and collect entry fees, as required, on the basis of individual and/or team participation for use in paying competition expenses, providing awards, fund raising and making a reasonable profit. The amount of the entry fees, the award plan and any fund raising plans must be announced in the competition program.

2.6 Competition Administration and Supervision

Competition officials are responsible for the administration and conduct of shooting competitions in accordance with USA Shooting regulations and rules. Competition officials include both the competition staff and members of juries.

2.6.1 Application of Rules

It is the duty of all competition officials to know the competition regulations and rules and to apply them fairly, faithfully and impartially. In cases where ambiguity or doubt exists regarding a rule interpretation, the benefit of doubt must go to the shooter.

It is the intent of USA Shooting that competition officials have latitude to apply rules regarding shooting equipment with flexibility, to accommodate new or entry level shooters only, if such decisions conform with the spirit of these rules. Variations regarding equipment are not permitted in team trials or national championships or when national records are recognized.

2.6.2 Competition Officials Training and Licensing

USA Shooting offers a program of training and licensing to persons who wish to improve their qualifications and ability to serve as competition officials. USA Shooting licenses or endorses the licensing of competition officials at four levels. All USA Shooting licenses are valid for a period of four years and may be renewed after each four-year period. All ISSF licenses are valid for a period of four years and may be renewed for additional periods of four years. USA Shooting will establish fees that must accompany USA Shooting license applications. All officials must be current members of USA Shooting as required in the bylaws. Licensing levels and qualifications are:

USA Shooting Level I. An official qualified to officiate competitions at club, state and regional levels. To be certified at this level, the official must pass a home study course established by USA Shooting. To be renewed, an official must provide a log confirming that he/she officiated in ISSF or USA Shooting sanctioned competitions of any type for a minimum of 20 hours per year.

USA Shooting Level II. An official qualified to officiate competitions at all national levels, including the national championships and team trials. To be certified at this level, the official must have served as a Level I Competition Official for a period of at least one year, shadowed an official at least one USA Shooting event and complete a course of instruction on competition officiating provided or sanctioned by USA Shooting. To be renewed, an official must provide a log confirming that he/she officiated in ISSF or USA Shooting sanctioned competitions of any type for a minimum of 20 hours per year.

ISSF B Judge. An official qualified to act as an official judge at all international competitions except the Olympic Games and World Championships. This license is approved and issued only by the ISSF. Applicants for ISSF B licenses must be licensed as a USA Shooting Level II Competition Official for a minimum of one year and must attend an ISSF Judges Training Course. Applications are submitted to USA Shooting who will submit the application to the ISSF. Applications for extensions or renewals are also submitted through USA Shooting.

ISSF A Judge. An official qualified to act as an official judge at all international competitions including the Olympic Games and World Championships. This license is approved and issued only by the ISSF. Applicants for ISSF A licenses must first be licensed as an ISSF B Judge. Applications are submitted to USA Shooting, which submits the application to the ISSF. Applications for extensions or renewals are also submitted through USA Shooting.

Once a USAS Level II license is obtained, renewal of the USAS Level I license is no longer provided. Once an ISSF B Judges license is obtained, renewal of USAS Level II licenses is no longer provided.

2.6.3

Competition Staff

The organizing committee appoints the competition staff. One or more members of each competition staff should be USA Shooting licensed officials. Competition staff members are responsible for the actual administration and conduct of the competition. The staff normally shall include a competition director, and such other competition officials as are identified in the rules, including range officers, classification officers, clay

target referees and other staff necessary to properly, safely and effectively administer the competition.

2.6.4 Competition Juries

Juries are appointed to assure that USA Shooting competition regulations and rules are properly enforced and that disputes and protests are decided. The organizing committee may appoint one combined jury or separate juries for one or more of the rifle, pistol, running target, clay target and classification functions. A jury must include at least three members who may or may not be competition officials, shooters or team officials in that competition. If possible, the jury chairman should hold a current ISSF Judges License or be a USA Shooting licensed competition official. Juries in USA Shooting sanctioned competitions are responsible for advising competition officials and deciding protests, including scoring protests, but will not directly supervise the competition officials. Jury decisions must be based on applicable USA Shooting regulations and rules. Juries may not make rulings that violate current USA Shooting regulations and rules. The competition director will select the jury members to adjudicate any dispute and will name a replacement for a jury member who must excuse himself due to personal involvement. At USA Shooting sanctioned PTO matches the decision of the Jury is final and may not be appealed.

2.6.5 Jury of Appeal

The USA Shooting Competition Manager will appoint a National Jury of Appeal Panel, from which Juries of Appeal may be formed. The USA Shooting Competitions Manager will designate Juries of Appeal as they are required to decide one or more cases appealed to the National Jury of Appeal from sanctioned competitions. A Jury of Appeal must be composed of three to five persons, with a majority of members holding a current ISSF Judge's License. The Jury of Appeal is responsible for making final decisions on all appeals of decisions by competition juries. Jury of Appeal decisions must be based on applicable USA Shooting regulations and rules. Jury of Appeal decisions are final and may not be appealed.

2.6.6 USA Shooting Technical Delegates

USA Shooting may, as its option, appoint a USA Shooting technical delegate for a specific sanctioned competition. Technical delegates must be ISSF licensed judges or USA Shooting licensed competition officials. Technical delegates are responsible for examining the preparations and facilities and for advising the organizing committee before the competition. The technical delegate will assist and support the competition staff before and during the competition. If a technical delegate is appointed for a sanctioned competition, the technical delegate will serve as the jury chairman for that competition.

3.0 RECOGNIZED EVENTS

Recognized shooting events are events that an organizing committee may include in its program for a sanctioned competition. Organizing committees may include one or several events from one or more disciplines on a competition program.

3.1 Recognized ISSF Events

USA Shooting recognizes all shooting events recognized by the ISSF, along with additional events not recognized by the ISSF.

3.1.1 Men's Events:

Name of Event	
300m Rifle 3 Positions Men	3x40 shots prone, standing, kneeling
300m Rifle Prone Men	60 shots prone
300m Standard Rifle Men	3x20 shots prone, standing, kneeling
50 m Rifle 3 Positions Men	3x40 shots prone, standing, kneeling
50m Rifle Prone Men	60 shots prone
10m Air Rifle Men	60 shots standing
50m Pistol Men	60 shots
25m Rapid Fire Pistol Men	60 shots
25m Center Fire Pistol Men	30+30 shots
25m Standard Pistol Men 2	3x20 shots
10m Air Pistol Men	60 shots
Trap Men	125 targets
Automatic Trap Men	125 targets
Double Trap Men	125 targets
Skeet Men	125 targets
50m Running Target Men	30 shots slow run, 30 shots fast run
50m Running Target Mixed Men	40 shots mixed runs
10m Running Target Men	30 shots slow run, 30 shots fast run
10m Running Target Mixed Men	40 shots mixed runs

3.1.2 Women's Events:

Name of Event	
300m Rifle 3 Positions Women	3x20 shots prone, standing, kneeling
300m Rifle Prone Women	60 shots prone
50m Rifle 3 Positions Women	3x20 shots prone, standing, kneeling
50m Rifle Prone Women	60 shots prone

10m Air Rifle Women	40 shots standing
25m Pistol Women	30+30 shots
10m Air Pistol Women	40 shots
Trap Women	75 targets
Automatic Trap Women	75 targets
Double Trap Women	120 targets
Skeet Women	75 targets
10m Running Target Women	20 shots slow runs, 20 shots fast runs
10m Running Target Mixed Women	40 shots mixed runs

3.1.3 Junior Men's Events:

Name of Event	
50 m Rifle 3 Positions Junior Men	3x40 shots prone, standing, kneeling
50m Rifle Prone Junior Men	60 shots prone
10m Air Rifle Junior Men	60 shots standing
50m Pistol Junior Men	60 shots
25m Rapid Fire Pistol Junior Men	60 shots
25m Center Fire Pistol Junior Men	30+30 shots
25m Standard Pistol Junior Men	3x20 shots
10m Air Pistol Junior Men	60 shots
Trap Junior Men	125 targets
Automatic Trap Junior Men	125 targets
Double Trap Junior Men	125 targets
Skeet Junior Men	125 targets
50m Running Target Junior Men	30 shots slow run, 30 shots fast run
50m Running Target Mixed Junior Men	40 shots mixed runs
10m Running Target Junior Men	30 shots slow run, 30 shots fast run
10m Running Target Mixed Junior Men	40 shots mixed runs

3.1.4 Junior Women's Events:

Name of Event	
50m Rifle 3 Positions Junior Women	3x20 shots prone, standing, kneeling
50m Rifle Prone Junior Women	60 shots prone

10m Air Rifle Junior Women	40 shots standing
25m Pistol Junior Women	30+30 shots
10m Air Pistol Junior Women	40 shots
Trap Junior Women	75 targets
Automatic Trap Junior Women	75 targets
Double Trap Junior Women	120 targets
Skeet Junior Women	75 targets
10m Running Target Junior Women	20 shots slow runs, 20 shots fast runs
10m Running Target Mixed Junior Women	40 shots mixed runs

3.2 Recognized Special Events

USA Shooting recognizes some additional special shooting events, which are variations of recognized ISSF events, to encourage participation, support competitions organized by USA Shooting constituent organizations, and to address unique competition conditions in the United States. Organizing committees may designate any event "Open" even though it may normally be "Men's" or "Women's"; i.e., 50M Rifle Three Positions Men.

3.3 Recognized Developmental Events

USA Shooting recognizes shooting events with courses of fire similar to ISSF events, which utilize special equipment and targets designed for new and recreational shooters. These events are intended to promote mass participation in shooting competitions that offer junior and grassroots development opportunities and which lead to participation in ISSF shooting events.

50 Feet Rifle 3 Positions Men & Women	3x20 shots prone, standing, kneeling
50 Feet Rifle Prone Men & Women	60 shots prone
50 Feet Pistol Men	60 shots
50 Feet Rapid Fire Pistol Men	60 shots
50 Feet Center Fire Pistol Men	30+30 shots
50 Feet Standard Pistol Men	3x20 shots
50 Feet Pistol Women	30+30 shots
Trap Men & Women	300 Targets
Double Trap Men & Women	300 Targets
Skeet Men & Women	300 Targets
Skeet Men & Women	200 Targets

3.4 Team Events

Team events for three member teams are recognized by USA Shooting.

4.0 ELIGIBILITY TO PARTICIPATE

Eligibility regulations determine who is eligible to participate in sanctioned competitions or compete in different groups, classes, categories or types of competition. Shooters who meet specific eligibility requirements for groups, classes, categories or types of competition are eligible to compete in those groups, classes, categories or types of competition.

4.1 Membership Requirements

To be eligible to participate in USA shooting sanctioned individual and team competition, participating shooters must fulfill USA Shooting membership requirements.

4.1.1 USA Shooting Membership

All participants in USA Shooting sanctioned matches must be individual members of USA Shooting.

4.1.4 Non-US Citizens

Non-resident, non-U.S. citizens may participate in all USA Shooting sanctioned competitions. They are not required to be USA Shooting members if they are current members of their own national shooting federation. Competition programs may restrict eligibility for awards and championships to U.S. citizens and may provide for special awards for visitors when such restrictions are applied. Resident aliens must meet U.S. citizenship requirements before they are eligible for membership on the U.S. Shooting Team, National Team, National Development Team or Junior Olympic Team. Non-US citizens are not eligible for championship awards at the USA Shooting National Championships, State or National Junior Olympic Championships or USA Shooting Selection matches. Visitor awards may be provided at these competitions.

4.1.5 Club Team Members

All members of club teams must have been active, fully-paid members of the club or organization which the team represents for a period of at least 30 days immediately prior to the competition.

4.2 Residency

Participants in competitions restricted by these regulations or the competition program to residency in a defined geographic area must fulfill applicable residency requirements.

4.2.1 Residency Restrictions

The residency of shooters is determined by their “permanent legal residence.” Temporarily attending a college or university does not constitute permanent residency. Competition organizing committees may provide for exceptions in the competition program.

4.3 J1 (age 18-20)

USA Shooting recognizes and encourages competitions with junior events or special junior awards in open events to promote youth shooting and shooter development. Juniors are shooters who will be under the age of 21 on December 31 of the year of the competition. USA Shooting recognizes two additional junior age groups that may be used by competition organizing committees. Special age designations may be provided for based on the competition.

4.3.1 J2 (age 15 - 17)

Shooters who will be under the age of 18 and over the age of 15 on December 31 of the year of the competition.

4.3.2 J3 (age 14 And under)

Shooters who will be under the age of 15 on December 31 of the year of the competition.

4.3.3 Eligibility For Awards

When junior age group competition is provided in an event, shooters in those age groups are eligible to win junior and open awards in events that have those awards in addition to any awards they win in their junior age group. USA Shooting recommends that local organizing committees pass down age group awards to promote interest and participation; i.e., if a J2 is high junior, then the next highest J2 receives the high J2 award in that event.

4.4 Senior Age Groups

USA Shooting recognizes and encourages competition in senior age groups, as a means of promoting life-long participation in the shooting sports. To enhance sighting, an optical assistance device up to 1.5x enhancement is permitted in either the front sight or rear sight, or on the shooting glasses, in the senior age categories only. The rule allows the use of "Eagle Eye" or similar commercial front sight or diopter rear aperture to aid the competitor in obtaining a better sight picture. Telescopic sights or enhancement greater than 1.5x is not permitted. Using this type of system must be declared during registration. If so registered, competitor is not eligible for finals or team selection positions.

4.4.1 S1 (age 45-54)

Shooters who will be at least age 45 but no over age 54 anytime during the calendar year of the competition.

4.4.2 S2 (age 55-64)

Shooters who will be at least age 55 but not over age 64 anytime during the calendar year of the competition.

- 5.2.3 S3 (age 65 & older)
Shooters who will be age 65 older anytime during the calendar year of the competition.
- 4.5 Categories
USA Shooting recognizes shooter categories that may be used by competition sponsors to promote participation and recognition of shooters in those categories.
- 4.5.1 Collegiate
Regularly enrolled undergraduate students who carry 12 or more semester hours or the equivalent in an accredited two or four-year college or university and who have not received a bachelor's degree. Eligible collegiate shooters who receive their bachelor's degree in the spring may compete as collegiate shooters that year. Eligibility to compete as a collegiate shooter shall extend for a maximum of four years within a five-year period beginning when a student first attends any class as a full-time (12 or more credit hours) student. The five-year period begins no later than the year of the 20th birthday and may only be interrupted by extended military service (60 consecutive days or more), service with a recognized foreign aid agency of the U.S. Government or a certified missionary service.
- 4.6 Team Competition
Organizing committees may offer competition in team events for club or open teams as defined in GR 4.6.1 and GR 4.6.2 below. They may also offer team events in age groups and/or in categories. Organizing committees have the option of offering events or awards restricted to club teams as a means of promoting and encouraging the development of club shooting activities.
- 4.6.1 Club Teams
Club teams are teams made up of shooters representing USA Shooting affiliated clubs, where all team members reside in the geographic proximity of the club and are regular participants in ongoing club activities. In cases of doubt, the competition manager and jury shall decide whether a team in question is eligible to compete as a club team.
- 4.6.2 Open Teams
Any team representing a USA Shooting affiliated club or having any organization in common.
- 4.6.3 Eligibility To Participate In Team Events
No shooter may fire on more than one team in any one event. An individual shooter may fire in both a 2-person team and a 3-person team in the same event. Teams representing USA Shooting affiliated state associations, leagues and other associations (composed of more than one club) are not club teams, but may participate as open teams.

4.7 Disabled Shooters

USA Shooting sanctioned competition organizing committees are encouraged to accommodate disabled shooters in their competitions. Disabled shooters may participate as regular participants or in special disabled shooting events.

4.7.1 Special Positions

Shooting positions, disability classifications, special adaptations and special equipment for disabled shooters are permitted as defined by the various international or national organizations sponsoring shooting programs for the disabled.

4.7.2 Eligibility For Awards And Records

Competition programs must state whether disabled shooters are eligible to win championship awards or special awards in that competition. Disabled shooters are not eligible to establish national records unless national record categories for disabled shooters are provided.

4.7.3 Temporary Disabilities

Shooters with a temporary physical disability that prevents using a specified shooting position may, with the approval of the competition manager, use a more difficult position in lieu of that position. Temporary disability authorizations cannot be given for participation in team trials or national championships. National records will not be recognized when such authorizations are used.

5.0 SHOOTER CLASSIFICATION

USA Shooting administers a shooter classification system that may be used by organizing committees to permit shooters to compete for awards among others of similar abilities. The USA Shooting classification system provides uniform national standards for classifying competitors. It also gives organizing committees flexibility to adapt the classification system to accommodate the numbers and skill levels of shooters in their area. Competition programs must state whether a classification system will be used.

5.1 National Classification Administration

USA Shooting will maintain a national classification registry with the names, addresses, competitor information and scores fired by shooters in USA Shooting sanctioned competitions. Organizing committees must report scores using the online Hang-a-Star system to USA Shooting on the USA Shooting website within 30 days after each competition. The report must include the name, address and USA Shooting membership number of each participating shooter, and all scores fired by that shooter in each event of the competition. Scores fired in event *finals* will not be reported for classification purposes.

5.2 Official Classification

Shooters will be officially classified by USA Shooting using one of the six classifications that are established for event groupings within each of the four shooting disciplines. Classifications will be based on the average of the last three courses of fire in sanctioned competition. Women will receive classification cards in women's events only and men will receive classification cards in men's events only.

5.2.1 Classification Update

Classification Cards are available to each shooter who has shot three courses of fire in Olympic style shooting. A minimum of three (3) Olympic courses of fire per event is required for issuance of a classification card. The classification card will give the official classification of each shooter based on his or her average score in each event. Classification cards can be printed online once a member has logged on to the Hang-a-Star system at www.usashooting.org. A shooter's classification is updated automatically based on submitted scores.

5.2.2 Use Of Classification Record Card

Shooters should keep their classification card with them to present at all competitions. This will assist match directors at local competitions with putting the competitor in the proper class.

5.2.3 Changes in Official Classification

Each shooter should keep a record of matches with scores shot on the back of their classification card. Competitors should use their last three courses of fire in any event to determine proper classification. Classification designation can be moved to the next higher or lower class based on the average of the last three courses of fire shot. This will show if a higher or lower classification is warranted other than what was issued by USA Shooting.

5.2.4 Unclassified Shooters

Shooters who do not have a USA Shooting classification are considered unclassified. They will be assigned by the competition manager to shoot in a classification based on their known ability (see the standards for "known ability" in 5.6.1). The unclassified shooter should immediately begin tracking and calculating his or her average after each competition for each event group. Until the shooter fires 120 competition shots (125 targets in shotgun events) in an event group, the classification will be based on his or her current average. Once a shooter reaches a minimum of 120 shots at the end of a competition, his or her average will be the official classification and will then change in accordance with 5.2.3.

5.3 Classification Averages

Official classifications are established in each of the following groups of events within a discipline. Score averages should be based on the equivalent of the last three courses of fire. When calculating averages the numbers are not rounded.

5.3.1 Rifle Three Position Classification

For competition in 300m, 50m, 50 yard and 50 foot, outdoor and indoor three position events.

AA.....	95 and above
A.....	93 to 94.99
B.....	91 to 92.99
C.....	87 to 90.99
D.....	82 to 86.99
E.....	81.99 and below

5.3.2 Rifle Prone Classification

For competition in 300m, 50m, 50 yard, 50 foot outdoor and indoor prone events.

AA.....	98 and above
A.....	97 to 97.99
B.....	95 to 96.99
C.....	92 to 94.99
D.....	87 to 91.99
E.....	86.99 and below

5.3.3 Rifle Air Classification

For competition in 10m standing events (to be used when standing is the only position in the match).

AA.....	95 and above
A.....	90 to 94.99
B.....	85 to 89.99
C.....	80 to 84.99
D.....	75 to 79.99
E.....	74.99 and below

5.3.5 Free Pistol Classification

For competition in 50m, 50 yard and 50 foot, free pistol events.

AA.....	90 and above
A.....	86 to 89.99
B.....	80 to 85.99
C.....	74 to 79.99
D.....	68 to 73.99
E.....	67.99 and below

5.3.7 Air Pistol Classification

For competition in 10m air pistol events.

AA.....	92 and above
A.....	88 to 91.99
B.....	84 to 87.99
C.....	78 to 83.99
D.....	65 to 77.99
E.....	64.99 and below

5.3.8 Rapid Fire, Standard, Sport and Center Fire Pistol Classification

For competition in 25m, 25 yard and 50 foot rapid fire, standard, sport and center fire pistol events.

AA.....	93 and above
A.....	90 to 92.99
B.....	87 to 89.99
C.....	83 to 86.99
D.....	78 to 82.99
E.....	77.99 and below

5.3.11 Trap Classification

For competition in trap and automatic trap events.

AA.....	91 and above
A.....	85 to 90.99
B.....	79 to 84.99
C.....	75 to 78.99
D.....	67 to 74.99
E.....	66.99 and below

5.3.12 Double Trap Classification

For competition in double trap events.

AA.....	87 and above
A.....	81 to 86.99
B.....	75 to 80.99
C.....	69 to 74.99
D.....	63 to 68.99
E.....	62.99 and below

5.3.13 Skeet Classification

For competition in skeet events.

AA.....	92 and above
A.....	86 to 91.99
B.....	80 to 85.99

C.....	74 to 79.99
D.....	68 to 73.99
E.....	67.99 and below

5.4 Insufficient Shooters In A Class

When there are insufficient entries in any class to warrant an award in that class according to the competition program conditions, a classification may be combined with the next higher class until there are enough for an award. They may not be combined downward; i.e., “A” could be combined with AA if “A” did not have enough entries, and C could be combined with B if C did not have enough entries, etc.

5.6 Adapted Classification System

At local level PTO matches, organizing committees/match directors have the option of using the official USA Shooting classification or establishing an adapted classification system of their choosing. If an adapted classification system will be used it must be announced in the program for that competition.

5.6.1 Known Ability

To arrive at known ability a competition director may consider, in the order listed:

1. The official classification of the shooter
2. The shooter’s average for the previous year as printed in the **Classification Record Card**.
3. The shooter’s average for the current year as posted in the **Classification Record Card**.
4. Classifications and score averages in other shooting events or event groupings in the same discipline; i.e., a standing classification could be used to classify a shooter who has no three position rifle classification.
5. Scores or classification in events sanctioned by other shooting organizations.
6. Scores in non-sanctioned events.

5.6.3 Competing In A Higher Class

A shooter may elect, before competition begins, to compete in a higher class than the one in which classified. The shooter must fire in the higher class throughout the competition for all events in that event grouping.

6.0 NATIONAL RECORDS

USA Shooting recognizes national records for each ISSF, special event, and developmental events recognized by USA Shooting. For the junior category, records will be recognized for Junior (open), J2, and J3. Senior 1, Senior 2 and Senior 3 category records will also be recognized. Three-person team records will be recognized along with 2-person team records in those events that allow 2-person teams. (See GR3.3 for list of special/developmental events.)

6.1 Requirements For National Records

To be recognized as a national record, the score must be fired in a USA Shooting recognized special or developmental event or an ISSF event in a USA Shooting sanctioned competition. The competition must have been conducted on facilities that meet all technical requirements for distances, timing, etc. The shooter who fired the record score must be a current USA Shooting member and have used only equipment that completely fulfills all requirements for that event as per the General Technical Rules. If equipment control was not conducted at the beginning of the competition, the competition director may conduct a special equipment control to certify that the shooter's equipment fulfilled these conditions. National records may not be set in leagues or postal competitions.

Individual records may be set in those events that contain a minimum of 8 competitors for all 10m events and 50m events and a minimum of 6 competitors in all 25m events and shotgun events. Records may also be set at a USA Shooting sanctioned matches where a minimum of twenty competitors are entered and compete in the competition (not just the event). Any event fired at a reduced distance with reduced distance targets, must follow all requirements of the official event. (i.e. 50-meter events reduced to 50-feet must follow requirements for the 50-meter event.) Team records may be set in only those events that contain a minimum of three (3) teams. Two-person team records can be established in Running Target and Clay Target events. All other team records consist of three-person teams.

National records will be recognized if the score is fired in an international competition supervised by the ISSF. The competitor must have been a member of the USA Shooting sponsored team for that activity.

6.2 Reporting National Records

When a national record is equaled or exceeded, the organizing committee must report this on a national record application form (available on USA Shooting web site at www.usashooting.com) provided by USA Shooting. The competition director and jury chairman must certify that the requirements for national records were fully met by each shooter who established a record score. When organizing committees fail to report national records, shooters who fire possible records may send a National Record application to USA Shooting to have their record recognized. An official results list for the competition should be sent in with the application.

6.3 Recognition Of National Records

No national record is official until recognized by USA Shooting and a national record certificate issued. USA Shooting will maintain national record lists that will be available to competition organizing committees and posted on the official web site.

7.0 ANTI-DOPING CONTROL

The United States Anti-Doping Agency (USADA) or USA Shooting will normally conduct testing for banned substances during the USA Shooting National Championships and

Team Trials. Testing for banned substances may be conducted by USADA or USA Shooting at other USA Shooting sanctioned competitions at the option of USA Shooting.

7.1 Drug Testing Procedures

Testing procedures will follow procedures and requirements established by USADA and ISSF.

7.2 Banned Substances

All drugs on the current IOC and ISSF prohibited substances lists are banned, and positive tests for any drugs on these lists are grounds for penalties (7.5).

7.3 Shooter Responsibility

All shooters subject to drug testing are responsible for assuring that any drugs or medications they take do not contain banned substances. Shooters or their physicians wanting assistance in checking medications may contact the US Anti-Doping Agency (USADA) Drug Hotline (800-233-0393). Shooters are strongly urged to use USADA or other available assistance in checking medications before taking them; but regardless of any advice given by medical professionals, the shooter is responsible for any banned substances detected during drug testing. Failure to comply with testing or to appear for a drug test can result in the same penalty as a positive drug test.

7.4 Shooters to Be Tested

USA Shooting and/or USADA will determine the number of tests to be conducted and the method of selecting shooters to be tested.

7.5 Penalties

Shooters testing positive may be suspended from participating in USA Shooting sanctioned competitions or ISSF and USOC events for periods to be determined by USADA or the World Anti-Doping Agency (WADA).



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

TECHNICAL RULES

FOR

ALL SHOOTING DISCIPLINES

Edition 2005 (First Printing, 09/2004)

Effective 1 January 2005



CHAPTERS

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



6.1.0 GENERAL

6.1.1 Objective and Purpose of ISSF Rules

The ISSF establishes Technical Rules for the sport of shooting to govern the conduct of shooting events recognized by the ISSF (see ISSF General Regulations Article 3.3.1). The objective of the ISSF is to achieve uniformity in the conduct of the shooting sport throughout the world to promote the development of the sport. ISSF Technical Rules are provided to help achieve this objective.

6.1.1.1 ISSF Technical Rules include rules for range construction, targets, scoring etc. for all shooting disciplines. Discipline Rules apply specifically to the four shooting disciplines: Rifle, Pistol, Shotgun and Running Target.

6.1.1.2 ISSF Technical and Discipline Rules are approved by the ISSF Administrative Council in accordance with Article 1.7.2.5 of the Constitution of the ISSF.

6.1.1.3 ISSF Technical and Discipline Rules are subordinate to the Constitution of the ISSF and the ISSF General Regulations.

6.1.1.4 ISSF Technical and Discipline Rules are approved to be effective for a minimum of four years beginning on 1 January of the year following the Olympic Games. Except in special situations, ISSF Rules are not changed during this four year period.

6.1.2 Application of ISSF Technical and Discipline Rules

6.1.2.1 Throughout these Rules, competitions where World Records may be established and which are approved by the ISSF in accordance with ISSF General Regulations Article 3.2.1 are referred to as "ISSF supervised Championships".

6.1.2.2 ISSF Rules must be applied at all **ISSF Championships**.

6.1.2.3 The ISSF recommends that ISSF Rules be applied at competitions where ISSF events are in the program, even if **World Records** cannot be established. Such events are referred to as "ISSF Supervised Events".

6.1.3 Scope of Technical Rules

Technical Rules include:

6.1.3.1 rules for the preparation and organization of ISSF Championships;

6.1.3.2 rules for planning the construction and installation of shooting ranges;

6.1.3.3 rules which apply to all shooting disciplines or more than one shooting discipline.

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



6.1.5 Organization and Conduct of ISSF Championships

6.1.5.1 An Organizing Committee must be formed in accordance with ISSF General Regulations Article 3.4.1 and is responsible for the preparation, administration and conduct of the shooting competitions. Representative(s) of the ISSF may be invited as technical advisors without voting rights.

6.1.5.2 A Chief Range Officer and appropriate Range Officers; Chief of Referees and Referees appointed by the Organizing Committee must be responsible for the technical aspects and conduct of the individual shooting events.

6.1.5.3 A Chief of Classification and appropriate Classification Officers appointed by the Organizing Committee must be responsible for the results.

6.1.5.4 A Chief of Equipment Control and appropriate Equipment Control Officers appointed by the Organizing Committee must be responsible for the Equipment Control.

6.2.0 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE.

6.2.1 ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF Championships. Necessary and special safety regulations for ranges differ from country to country. For this reason no details are stated within these Rules. The safety of a shooting range depends to a large extent on local conditions, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee bears the responsibility for safety. Team officials and shooters must be advised of any special regulations.

6.2.2 The safety of shooters, range officials and spectators requires continued and careful attention to gun handling and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and team officials to assist in such enforcement.

USA
6.2.2A Any shooter or official may stop the shooting at any time in the interest of safety.

6.2.3 Ear Protection



Notices must be prominently displayed and hearing protection must be available for ALL persons in the range area. All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar ear protection. Hearing protection in the form of ear plugs or muffs (not plain cotton) must be provided for all range officials whose duties require them to be near the firing line during shooting (i.e. Register Keepers, Range Officers, Jury Members etc.). Ear protectors incorporating any type of receiving devices are not permitted for shooters.

6.3.0 RANGE AND TARGET STANDARDS

6.3.1 General Target Requirements

USA Official NRA targets may be used in USA Shooting sanctioned competitions, until such time as official USA Shooting targets are commercially available.

6.3.1A

6.3.1.1 **Samples** of all paper targets (5 of each type) and clay targets (20 Qualification targets and 20 powder filled Finals targets) to be used in ISSF Championships must be submitted to the ISSF Secretary General, to verify their conformance with ISSF specifications, at least six (6) months prior to the start of such Championships (see ISSF General Regulations Article 3.5.4).

6.3.1.2 **The quality and dimensions** of all targets will be examined again by the Technical Delegate(s) prior to the beginning of ISSF Championships. Only targets which are the same as the approved samples may be used.

6.3.1.3 **Target paper** must be of a non-reflecting color and material so that the black aiming area (center) is clearly visible under normal light conditions at the appropriate distances. The target paper and scoring rings must retain dimensional accuracy under all weather and climatic conditions. The target paper must register shot holes without excessive tearing or distortion.

6.3.1.4 **Inner Tens** must be marked, but are for the guidance of shooters and are scored only to enable ties to be broken in accordance with these Rules.

6.3.1.5 The dimensions of all scoring rings are measured from the outside edges (outside diameter) of the scoring rings.

6.3.1.6 In ISSF Championships only targets with one (1) black aiming area are permitted, except in the case of the Running Target (see Rule 6.3.2.7.2).

USA Multiple bull targets may be used in USA Shooting sanctioned competitions (see target descriptions in Rule 6.3.2)

6.3.1.6A

6.3.1.7 Targets are divided into scoring zones by scoring rings. Shots striking in a scoring zone receive the number of points designated for that scoring zone.



6.3.1.8 Electronic Scoring Targets

- 6.3.1.8.1** The Electronic Scoring Target system comprises a simulated target with its own electronic scoring mechanism, a firing point monitor, a printer to record the shot value and a remote display for spectators. The face of the target is a white card without scoring rings. In the center is a hole which is the size of the black portion of the selected target.



6.3.2 Paper Competition Targets

6.3.2.1 300 Meter Rifle Target

10 Ring	100 mm	(± 0.5 mm)	5 Ring	600 mm	(± 3.0 mm)
9 Ring	200 mm	(± 1.0 mm)	4 Ring	700 mm	(± 3.0 mm)
8 Ring	300 mm	(± 1.0 mm)	3 Ring	800 mm	(± 3.0 mm)
7 Ring	400 mm	(± 3.0 mm)	2 Ring	900 mm	(± 3.0 mm)
6 Ring	500 mm	(± 3.0 mm)	1 Ring	1000 mm	(± 3.0 mm)

Inner Ten = 50 mm (± 0.5 mm).

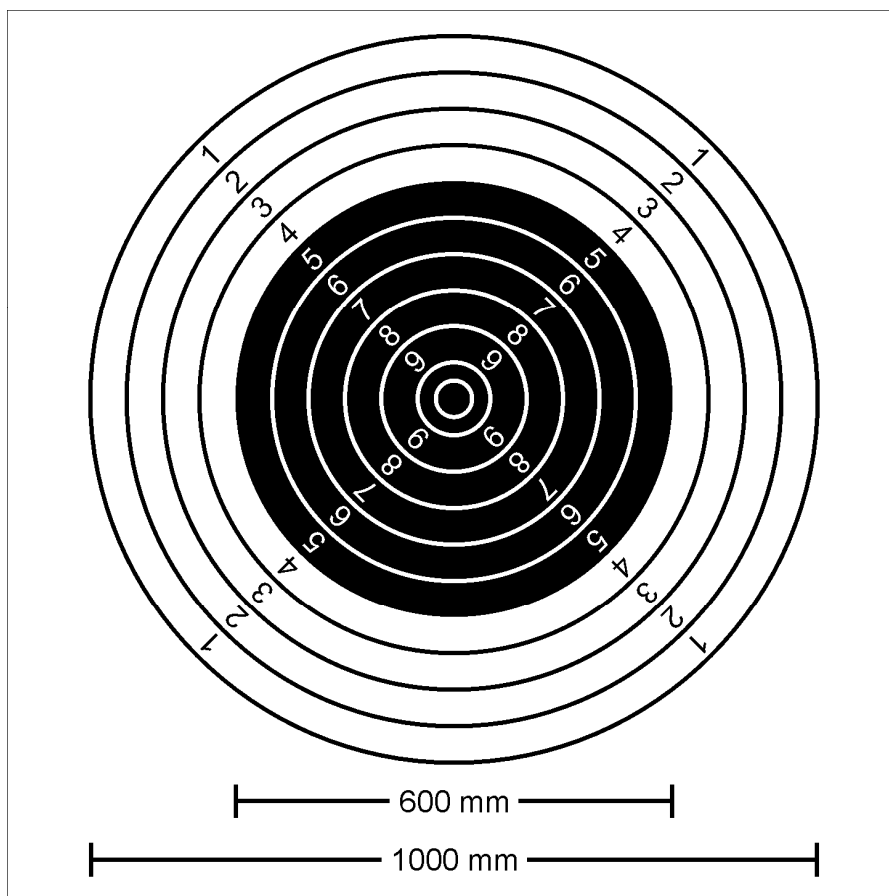
Black from 5 to 10 Rings = 600 mm (± 3.0 mm).

Ring Thickness: 0.5 mm - 1.0 mm.

Minimum visible size of target card: 1300 mm x 1300 mm (or minimum 1020 mm x 1020 mm providing the background on which the target is mounted is the same color as the target).

Scoring ring values 1 - 9 are printed in the scoring zones, in diagonal lines at right angles to each other.

The 10 point zone is not marked with a number.



300 Meter Rifle Target



**USA
6.3.2.1A**

300 Yard Rifle Target (300m rifle target reduced to 300 yards)

10 Ring	90.75	(± 0.5 mm)	5 Ring	547.95	(± 3.0 mm)
9 Ring	182.19	(± 1.0 mm)	4 Ring	639.39	(± 3.0 mm)
8 Ring	273.63	(± 1.0 mm)	3 Ring	730.83	(± 3.0 mm)
7 Ring	365.07	(± 3.0 mm)	2 Ring	822.27	(± 3.0 mm)
6 Ring	456.51	(± 3.0 mm)	1 Ring	913.71	(± 3.0 mm)

Inner Ten = 45.03(± 0.5 mm).

Diameter of the black: 5 to 10 rings = 547.95 mm.

Ring Thickness: 1.0 mm - 2.0 mm.

Minimum visible size of the target card: 1200 mm x 1200 mm
(47.3 x 47.3 inches).

Scoring ring values 1 - 9 are printed in the scoring zones, in diagonal planes at right angles to each other.

The 10 point zone is not marked with a number.

**USA
6.3.2.1B**

200 Yard Rifle Target (300m rifle target reduced to 200yards)

10 Ring	57.82	(± 0.2 mm)	5 Ring	362.62(± 2.0 mm)
9 Ring	118.78	(± 0.3 mm)	4 Ring	423.58(± 2.0 mm)
8 Ring	179.74	(± 0.5 mm)	3 Ring	484.54(± 2.0 mm)
7 Ring	240.70	(± 2.0 mm)	2 Ring	545.50(± 2.0 mm)
6 Ring	301.66	(± 2.0 mm)	1 Ring	606.46(± 2.0 mm)

Inner Ring = 27.34(± 0.3 mm).

Diameter of the black: 5 to 10 rings = 362.62mm.

Ring Thickness: 1.0 mm - 2.0 mm.

Minimum visible size of the target card 800 mm x 800 mm
(31.5 x 31.5 inches).

Scoring ring values 1-9 are printed in the scoring zones, in diagonal planes at right angles to each other.

The 10 point zone is not marked with a number.

300 Meter Rifle Target

(USA 300 Yard & 200 Yard Rifle Targets Are Similar)

**USA
6.3.2.1C**

100 Yard Rifle Target (300m rifle target reduced to 100 yards)

10 Ring	24.88	(± 0.2 mm)	5 Ring	177.28	(± 1.0 mm)
9 Ring	55.36	(± 0.3 mm)	4 Ring	207.76	(± 1.0 mm)
8 Ring	85.84	(± 0.3 mm)	3 Ring	238.24	(± 1.0 mm)
7 Ring	116.32	(± 1.0 mm)	2 Ring	268.72	(± 1.0 mm)
6 Ring	146.80	(± 1.0 mm)	1 Ring	299.20	(± 1.0 mm)

Inner Ten = 9.64(± 0.2 mm)

Diameter of the black: 182.88 mm.

Ring Thickness: 0.5 mm to 1.0 mm.

Minimum visible size of the target card 356 mm x 1067 mm



(14 x 42 inches)

Each target will have three bullseyes printed in a vertical line, equally spaced from top to bottom on the target card.

The top bullseye is the sighting bullseye.

Scoring ring value 1 - 9 are printed in the scoring zones in vertical and horizontal planes, at right angles to each other.

A horizontal line is printed midway between the sighting bullseye and the top record bullseye to define the sighting area.

6.3.2.2

50 Meter Rifle Target

10 Ring	10.4 mm (±0.1 mm)	5 Ring	90.4 mm (±0.5 mm)
9 Ring	26.4 mm (±0.2 mm)	4 Ring	106.4 mm (±0.5 mm)
8 Ring	42.4 mm (±0.2 mm)	3 Ring	122.4 mm (±0.5 mm)
7 Ring	58.4 mm (±0.5 mm)	2 Ring	138.4 mm (±0.5 mm)
6 Ring	74.4 mm (±0.5 mm)	1 Ring	154.4 mm (±0.5 mm)

Inner Ten = 5 mm (±0.1 mm).

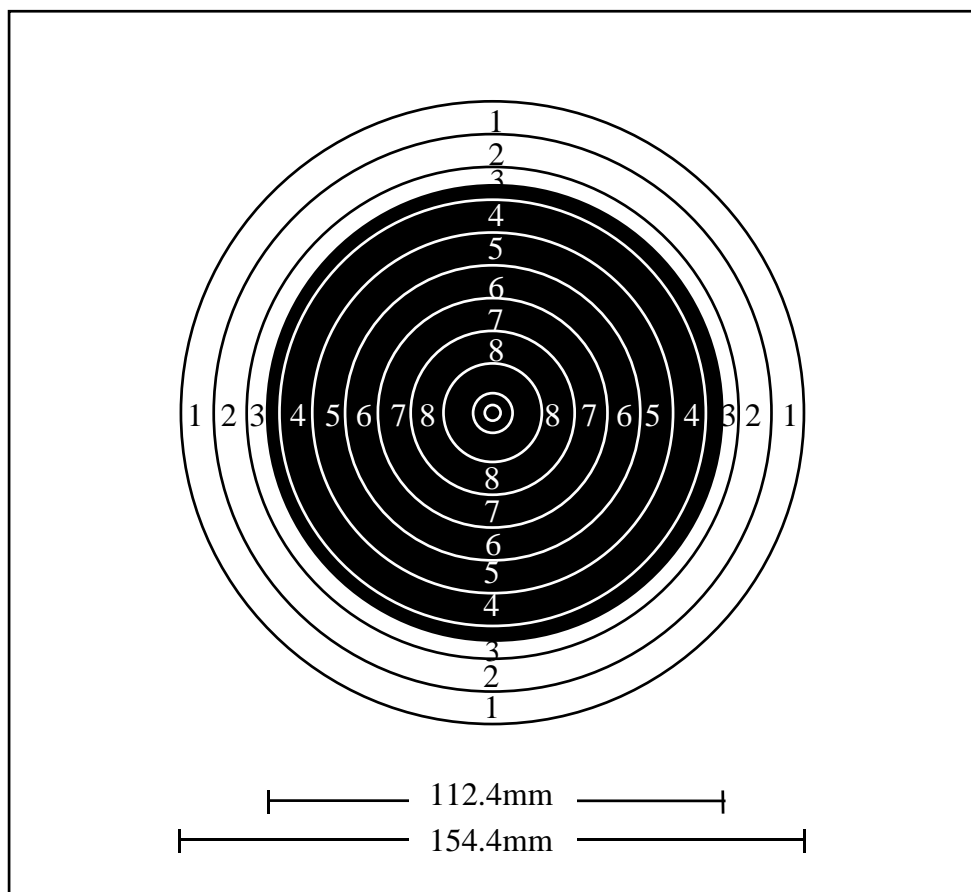
Black from part of 3 to 10 rings = 112.4 mm (±0.5 mm).

Ring Thickness: 0.2 mm to 0.3 mm.

Minimum visible size of target card: 250 mm x 250 mm.

Scoring ring values 1 - 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other.

The 9 and 10 point zones are not marked with a number.



50 Meter Rifle Target



USA
6.3.2.2A

50 Meter Multiple Bullseye Rifle Target

10 Ring	10.4mm	(± 0.1 mm)	5 Ring	90.4mm	(± 0.5 mm)
9 Ring	26.4mm	(± 0.2 mm)	4 Ring	106.4mm	(± 0.5 mm)
8 Ring	42.4mm	(± 0.2 mm)	3 Ring	122.4mm	(± 0.5 mm)
7 Ring	58.4mm	(± 0.5 mm)	2 Ring	138.4mm	(± 0.5 mm)
6 Ring	74.4mm	(± 0.5 mm)	1 Ring	154.4mm	(± 0.5 mm)

Inner Ten = 5mm (± 0.1 mm).

Diameter of the black bullseye: 112.4mm(± 0.5 mm).

Ring Thickness: 0.2mm to 0.3mm.

Minimum visible size of the target card 356 mm x 610 mm (14 x 24 inches).

Each target card will have six bullseyes printed in pairs, equally spaced within the border from top to bottom on the target card.

Scoring ring values 1 - 8 are printed in the scoring zones in vertical and horizontal planes, at right angles to each other.

The top two bullseyes are the sighting bullseyes.

A horizontal line is printed midway between the sighting bullseyes and the top record bullseyes to define the sighting area.



USA
6.3.2.2B

50 Yard Multiple Bullseye Rifle Target (50m Rifle Target Reduced to 50 Yards)

10 Ring	9.03mm	(± 0.1 mm)	5 Ring	82.18mm	(± 0.5 mm)
9 Ring	23.66mm	(± 0.2 mm)	4 Ring	96.81mm	(± 0.5 mm)
8 Ring	38.29mm	(± 0.2 mm)	3 Ring	111.44mm	(± 0.5 mm)
7 Ring	52.92mm	(± 0.5 mm)	2 Ring	126.07mm	(± 0.5 mm)
6 Ring	67.55mm	(± 0.5 mm)	1 Ring	140.70mm	(± 0.5 mm)

Inner Ten = 4.09mm(± 0.1 mm).

Diameter of the black: 102.78mm(± 0.5 mm).

Ring Thickness: 0.2mm to 0.3mm.

Minimum visible size of the target card 356mm x 610mm
(14 x 24 inches).

Each target card will have six bullseyes printed in pairs, equally spaced within the border from top to bottom on the target card.

Scoring ring values 1 - 8 are printed in the scoring zones in vertical and horizontal planes, at right angles to each other.

The top two bullseyes are the sighting bullseyes.

A horizontal line is printed midway between the sighting bullseyes and the top record bullseyes to define the sighting area.



USA
6.3.2.2C

50 Foot Multiple Bullseye Rifle Target
(50m Rifle Target Reduced to 50 Feet)

USA Shooting 50-Foot Target

10 Ring	0.76mm	(± 0.1 mm)	6 Ring	18.75mm	(± 0.1 mm)
9 Ring	4.12mm	(± 0.1 mm)	5 Ring	23.63mm	(± 0.1 mm)
8 Ring	9.00mm	(± 0.1 mm)	4 Ring	28.50mm	(± 0.1 mm)
7 Ring	13.87mm	(± 0.1 mm)	3 Ring	33.38mm	(± 0.1 mm)

Diameter of the black: 33.38mm.

Rings 3 to 10 are black.

Rings 1 and 2 are not printed on the target in order to promote clarity.

Ring Thickness: 0.2mm to 0.3mm.

Minimum visible size of the target card 267mm x 305mm
(10 1/2 x 12 in)

Each target card will have 12 bullseyes. 10 record bullseyes are printed around the perimeter of the target card with two sighting bullseyes in the center.

Scoring ring values 3 - 8 are printed in the scoring zones on the sighting bullseyes only. A guard ring is printed around the sighting bullseyes 10mm (± 0.5 mm) from the outer scoring rings to define the sighting area.

All bullet holes are scored according to the highest value of the target scoring zone or ring that is touched by that bullet hole. *Any shot outside the 3 ring must be scored as a zero as there are no scoring rings 1 or 2.*

The Outward Scoring Gauge:

The outward scoring gauge should be used to score rings 4-10 on this target. An outward gauge measures against a scoring ring that has not been disturbed by a bullet hole. If the outside edge of the gauge is outside of the outside edge of the scoring ring you are using as your reference, score lower value; if the outside edge of the gauge is tangent to the outer edge of the scoring ring you are using as your reference or closer to the center, score the higher value.

The Inward Scoring Gauge:

An inward scoring gauge is used for scoring values lower than 4 and inner 10's if needed. It can be used to score all shots if no outward gauge is available. The inward scoring gauge must touch the scoring ring you are using for your reference to receive the higher value (except the 10-ring).

Ten Ring (dot) Scoring: Using an inward gauge, the 10-ring (dot) must be totally covered by the inward gauge to score a '10'. If any of the 10-ring (dot) is visible with the inward gauge inserted, the shot



value is '9'.

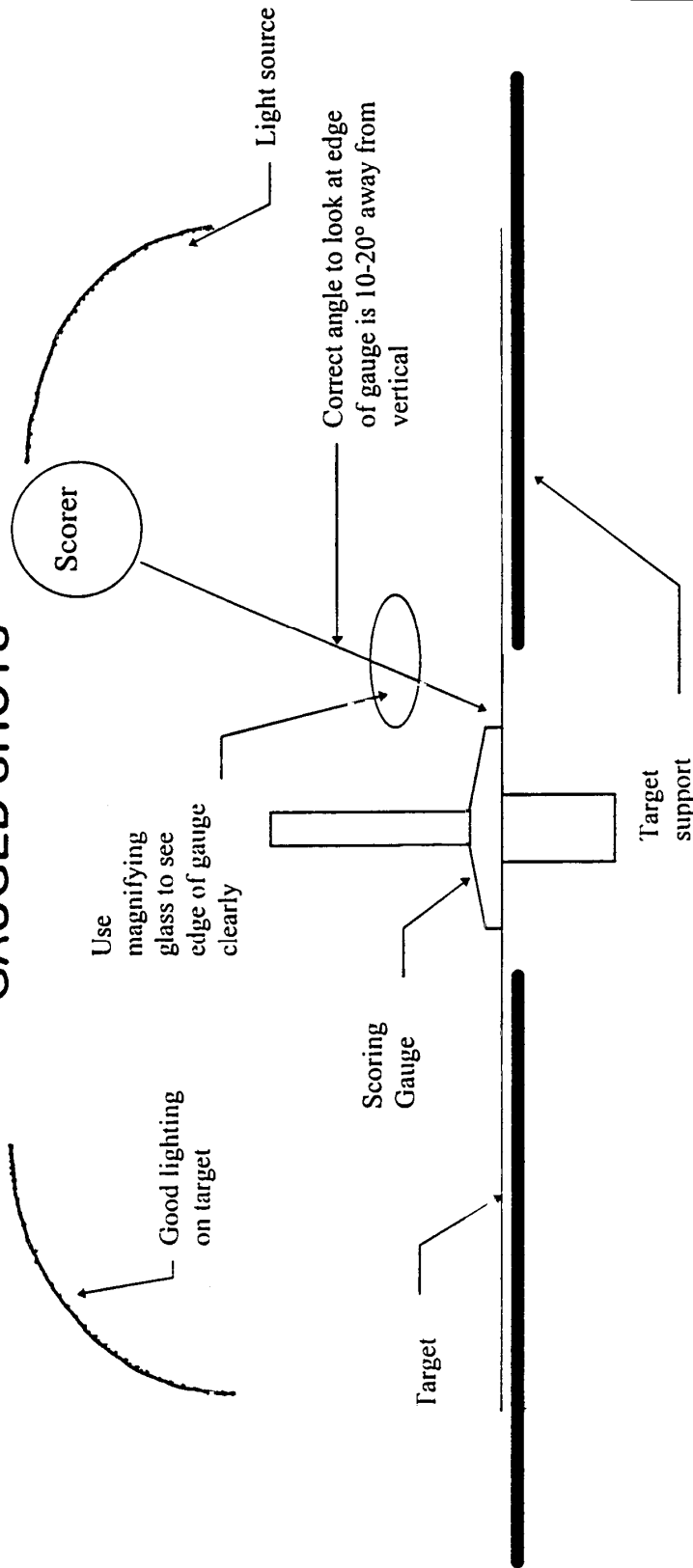
See the 'Inward Scoring Gauges' graphic on the following page.

Inner Ten Scoring: The inward scoring gauge must be used to determine inner 10's. Any shot hole where the inner gauge covers the 10-ring (dot) and does not exceed the outside edge of the 8-ring is scored as an inner 10. It is not necessary to score inner tens except if needed for tie-breaking.

A shot hole may be plugged twice, only if knowledge of inner ten's is needed for tie-breaking. Follow all tie-breaking rules in order. If a shot is plugged twice, be very careful inserting the scoring gauge, as the shot hole diameter may have been changed by the first plugging.

Shots may not be plugged more than once for any other reason.

CORRECT METHOD OF SCORING GAUGED SHOTS

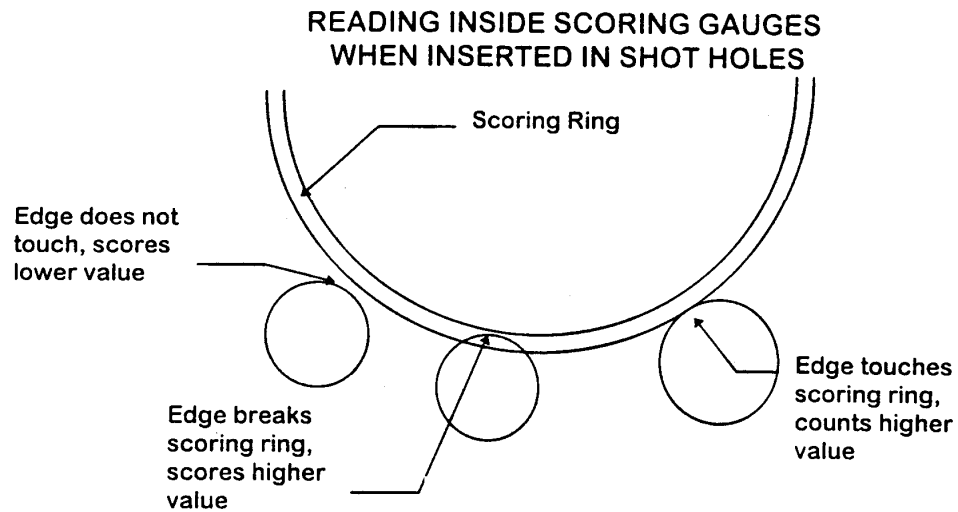


Applying the correct method of scoring with a scoring gauge includes 1) placing the target horizontally on a support, 2) having the target well-lit, 3) looking at the edge of the gauge from a slight angle and 4) using a magnifying glass whenever necessary.





INWARD SCORING GAUGES



If you can see even a faint black gap between the edge of the scoring gauge and the outside edge of the white scoring ring, the shot receives the lower value. If you cannot see a "gap" and the gauge "touches" the outside edge of the scoring ring, the shot receives the higher value.

A shot that touches is "IN"
A shot that does not touch is "OUT"



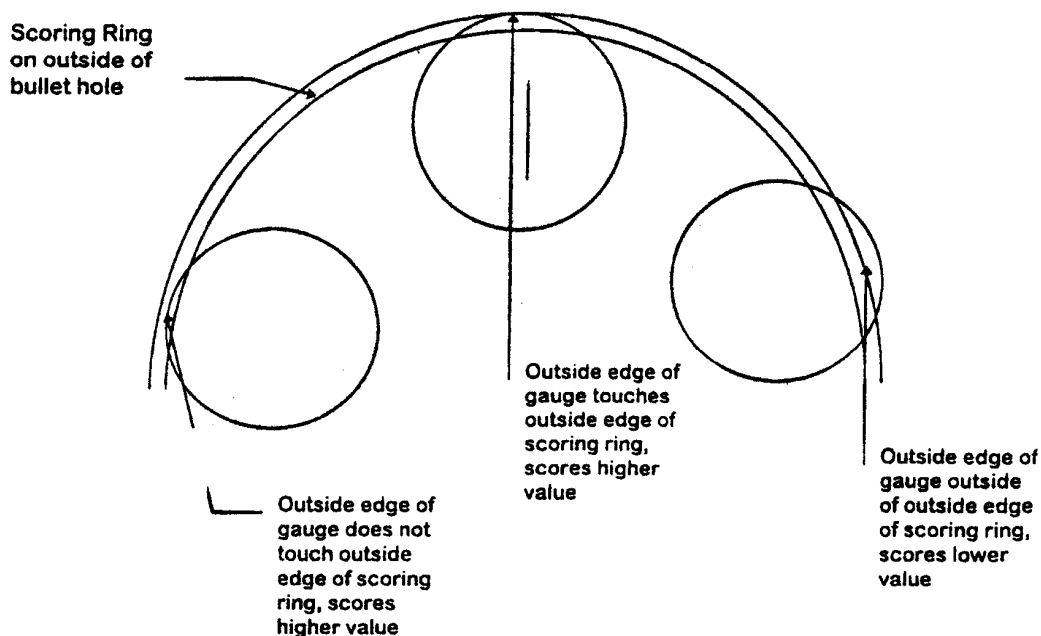
OUTWARD SCORING GAUGES

READING OUTSIDE SCORING GAUGES WHEN INSERTED IN SHOT HOLES

If you can see white between the outside edge of the scoring gauge and the outside edge of the outer white scoring ring, the shot receives the higher value. Even if you cannot see white, but can see that the outside edge of the gauge just “touches” or is tangent to the outside edge of the scoring ring, the shot receives the higher value. If any part of the outside edge of the scoring gauge lies outside of the outside edge of the scoring ring, the shot receives the lower value.

If the outside gauge does not touch or just touches the outside of the ring, the shot is “IN”

If any part the outside gauge lies outside of the ring, the shot is “OUT”





6.3.2.3

10 Meter Air Rifle Target

10 Ring	0.5 mm	(± 0.1 mm)	5 Ring	25.5 mm	(± 0.1 mm)
9 Ring	5.5 mm	(± 0.1 mm)	4 Ring	30.5 mm	(± 0.1 mm)
8 Ring	10.5 mm	(± 0.1 mm)	3 Ring	35.5 mm	(± 0.1 mm)
7 Ring	15.5 mm	(± 0.1 mm)	2 Ring	40.5 mm	(± 0.1 mm)
6 Ring	20.5 mm	(± 0.1 mm)	1 Ring	45.5 mm	(± 0.1 mm)

Inner Ten: When the 10 Ring (dot) has been shot out completely as determined by the use of a 4.5 mm Air Rifle INWARD scoring gauge.

Black from 4 to 9 rings = 30.5 mm (± 0.1 mm).

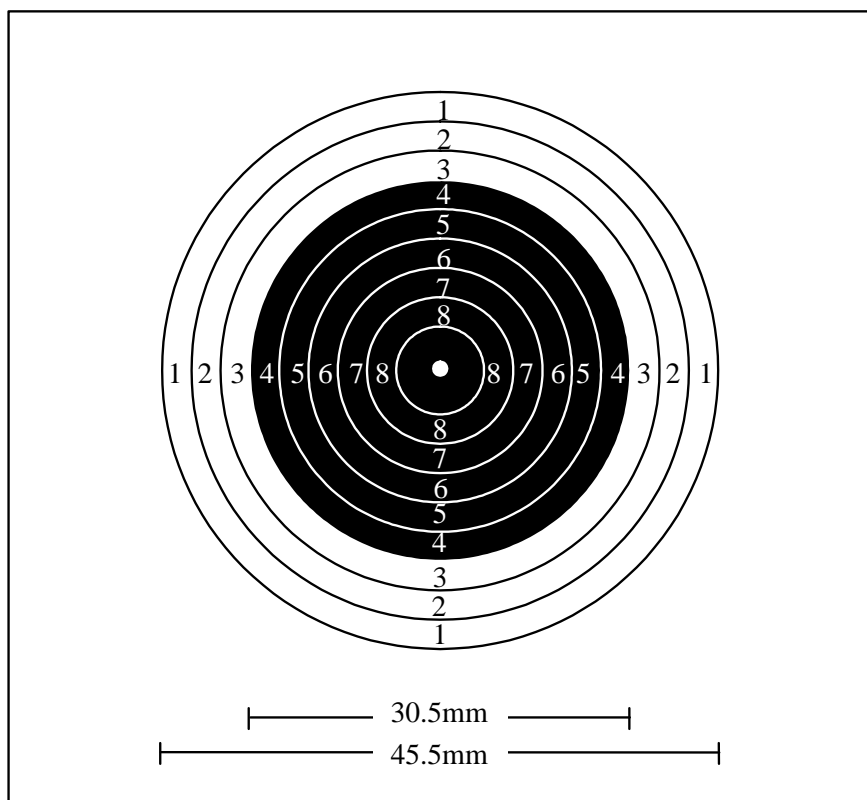
The ten ring is a white dot = 0.5 mm (± 0.1 mm).

Ring thickness: 0.1 mm to 0.2 mm.

Minimum visible size of target card: 80 mm x 80 mm.

Scoring ring values 1 - 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other. The 9 point zone is not marked with a number. The 10 is a white dot.

Background cards 170 mm x 170 mm, similar in color to the target material should be provided to improve the visibility of the target.



10 Meter Air Rifle Target



USA
6.3.2.3A

10 Meter Multiple Bullseye Air Rifle Target

10 Ring	0.5mm	(± 0.1 mm)	5 Ring	25.5mm	(± 0.1 mm)
9 Ring	5.5mm	(± 0.1 mm)	4 Ring	30.5mm	(± 0.1 mm)
8 Ring	10.5mm	(± 0.1 mm)	3 Ring	35.5mm	(± 0.1 mm)
7 Ring	15.5mm	(± 0.1 mm)	2 Ring	40.5mm	(± 0.1 mm)
6 Ring	20.5mm	(± 0.1 mm)	1 Ring	45.5mm	(± 0.1 mm)

Inner Ten = When the 10 ring (dot) has been shot out completely as determined by the use of an Air Rifle inward scoring gauge.

Diameter of the black: from 4 - 9 rings = 30.5mm.

Ring Thickness: 0.1mm to 0.2mm.

Minimum visible size of the target card 267mm x 305mm
(10 1/2 x 12 in).

Each target card will have 12 bullseyes. 10 record bullseyes are printed around the perimeter of the target card with two sighting bullseyes in the center.

Scoring ring values 1 - 8 are printed in the scoring zones in vertical and horizontal planes, at right angles to each other.

A guard ring is printed around the sighting bullseyes 10mm(± 0.5 mm) from the outer scoring rings to define the sighting area.

6.3.2.4

25 Meter Rapid Fire Pistol Target

(for the 25 m Rapid Fire Pistol event and the Rapid Fire stages of the 25 m Center Fire and 25 m Pistol events):

10 ring	100 mm	(± 0.4 mm)	7 ring	340 mm	(± 1.0 mm)
9 ring	180 mm	(± 0.6 mm)	6 ring	420 mm	(± 1.0 mm)
8 ring	260 mm	(± 1.0 mm)	5 ring	500 mm	(± 1.0 mm)

Inner Ten: 50 mm (± 0.2 mm).

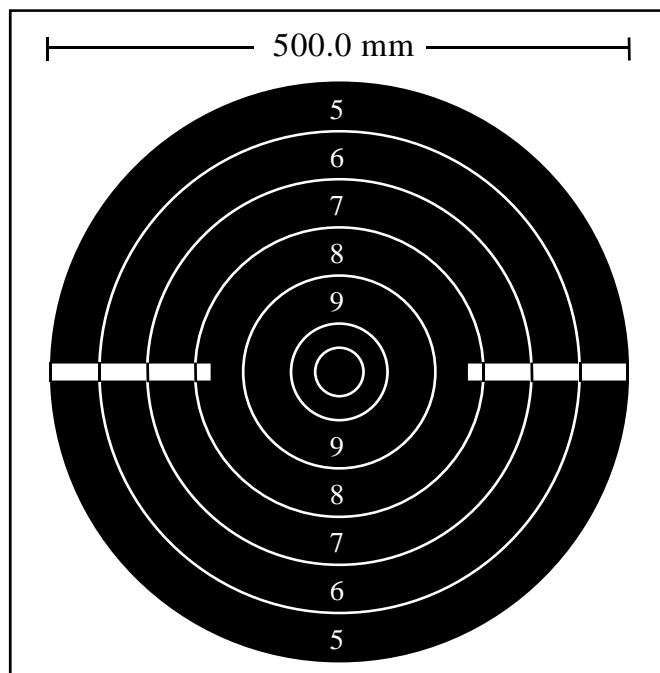
Black from 5 to 10 rings = 500 mm (± 1.0 mm).

Ring thickness: 0.5 mm to 1.0 mm.

Minimum visible size of target card: width: 550 mm

height: 520 mm – 550 mm.

Scoring ring values 5 - 9 are printed in the scoring zones, in vertical lines only. The 10 point zone is not marked with a number. The zone numbers shall be approximately 5 mm high and 0.5 mm thick. White horizontal aiming lines replace the ring values at the left and the right side of the target center. Each of the lines is 125 mm long and 5 mm wide.



25 Meter Rapid Fire Pistol Target



USA
6.3.2.4A

25 Yard Rapid Fire Pistol Target

25 meter rapid fire pistol target reduced for 25 yards (for the Rapid Fire Pistol event and the Rapid Fire stage of the Center Fire and Sport Pistol events)

10 Ring	90.96mm	(±0.4mm)	7 Ring	310.41mm	(±1.0mm)
9 Ring	164.11mm	(±0.6mm)	6 Ring	383.57mm	(±1.0mm)
8 Ring	237.26mm	(±1.0mm)	5 Ring	456.72mm	(±1.0mm)

Inner Ten = 45.24mm(±0.2mm).

Black from 5 to 10 rings = 456.72mm.

Ring Thickness: 0.5mm to 1.0mm.

Minimum visible size of target card: 503mm x 503mm
(19.8 x 19.8 inches).

Scoring ring values 5 - 9 are printed in the scoring zones, in vertical lines only. The 10 point zone is not marked with a number. The zone numbers shall be approximately 10mm high and 1mm thick (see Figure 4). White horizontal aiming lines replace the ring values at the left and the right side of the target center. Each of the lines is 114.18 mm long and 4.57 mm wide (see Figure 4).

USA
6.3.2.4B

50 Foot Rapid Fire Pistol Target

25 meter rapid fire pistol target reduced for 50 foot (for the Rapid Fire Pistol event and the Rapid Fire stage of the Center Fire and Sport Pistol events):

10 Ring	58.75mm	(±0.2mm)	7 Ring	205.06mm	(±0.5mm)
9 Ring	107.52mm	(±0.2mm)	6 Ring	253.83mm	(±0.5mm)
8 Ring	156.29mm	(±0.5mm)	5 Ring	302.59mm	(±0.5mm)

Inner Ten = 28.27mm(±0.2mm).

Black from 5 to 10 rings = 302.59mm.

Ring Thickness: 0.5mm to 1.0mm.

Minimum visible size of target card: 335mm x 335mm
(13.2 x 13.2 inches).

Scoring ring values 5 - 9 are printed in the scoring zones, in vertical lines only. The 10 point zone is not marked with a number. The zone numbers shall be approximately 6mm high and 0.5mm thick (see Figure 4). White horizontal aiming lines replace the ring values at the left and the right side of the target center. Each of the lines is 75.65 mm long and 3.03 mm wide (see Figure 4).



6.3.2.5

25 Meter and 50 Meter Precision Pistol Target

(for the 50 m Pistol and 25 m Standard Pistol events and the precision stage of the 25 m Center Fire and the 25 m Pistol events)

10 ring	50 mm	(± 0.2 mm)	5 ring	300 mm	(± 1.0 mm)
9 ring	100 mm	(± 0.4 mm)	4 ring	350 mm	(± 1.0 mm)
8 ring	150 mm	(± 0.6 mm)	3 ring	400 mm	(± 1.0 mm)
7 ring	200 mm	(± 1.0 mm)	2 ring	450 mm	(± 1.0 mm)
6 ring	250 mm	(± 1.0 mm)	1 ring	500 mm	(± 1.0 mm)

Inner ten: 25 mm (± 0.2 mm).

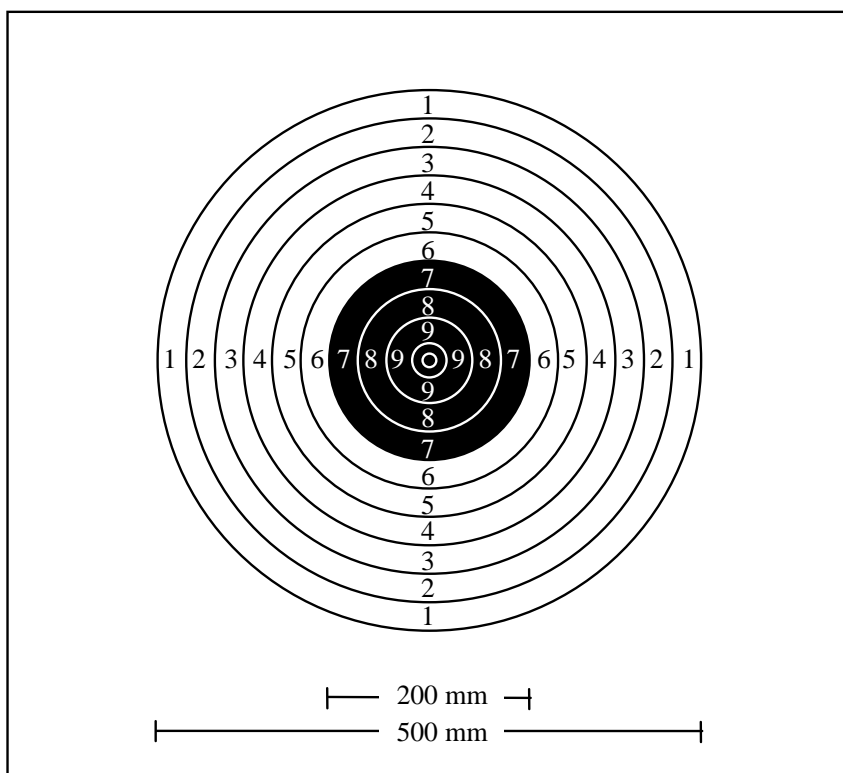
Black from 7 to 10 rings = 200 mm (± 1.0 mm).

Ring thickness: 0.2 mm to 0.5 mm.

Minimum visible size of target card: width: 550 mm

height: 520 mm-550 mm.

Scoring ring values 1 - 9 are printed in the scoring zones, in vertical and horizontal lines, at right angles to each other. The 10 point zone is not marked with a number. The zone numbers shall be approximately 10 mm high, 1 mm thick and shall be read easily with normal spotting telescopes at the appropriate distance.



25 Meter and 50 Meter Precision Pistol Target



USA
6.3.2.5A

50 Yard Precision Pistol Target

25m and 50m precision pistol target reduced for 25 yards and 50 yards (for the 50 yard Free Pistol and 25 yard Standard Pistol events and the precision stage of Center fire and the Sport Pistol events).

10 Ring	45.24mm	(± 0.2 mm)	5 Ring	273.84mm	(± 1.0 mm)
9 Ring	90.96mm	(± 0.4 mm)	4 Ring	319.56mm	(± 1.0 mm)
8 Ring	136.68mm	(± 0.6 mm)	3 Ring	365.28mm	(± 1.0 mm)
7 Ring	182.40mm	(± 1.0 mm)	2 Ring	411.00mm	(± 1.0 mm)
6 Ring	228.12mm	(± 1.0 mm)	1 Ring	456.72mm	(± 1.0 mm)

Inner Ten = 22.38(± 0.2 mm).

Black from 7 to 10 rings = 182.4mm.

Ring Thickness: 0.2mm to 0.5mm.

Minimum visible size of target card: 503mm x 503mm
(19.8 x 19.8 inches).

Scoring ring values 1 - 9 are printed in the scoring zones, in vertical and horizontal planes, at right angles to each other. The 10 point zone is not marked with a number. The zone numbers shall be approximately 10mm high, 1mm thick and shall be easily read with normal spotting telescopes at the appropriate distance.

USA
6.3.2.5B

25 Yard Precision Pistol Target

25m and 50m precision pistol target reduced for 25 yards (to be used for 25 yard Free Pistol events).

10 Ring	19.79mm	(± 0.1 mm)	5 Ring	134.09mm	(± 0.3 mm)
9 Ring	42.65mm	(± 0.1 mm)	4 Ring	156.95mm	(± 0.3 mm)
8 Ring	65.51mm	(± 0.1 mm)	3 Ring	179.81mm	(± 0.3 mm)
7 Ring	88.37mm	(± 0.3 mm)	2 Ring	202.67mm	(± 0.3 mm)
6 Ring	111.23mm	(± 0.3 mm)	1 Ring	225.53mm	(± 0.3 mm)

Inner Ten = 8.36mm(± 0.1 mm).

Black: 88.37mm.

Ring Thickness: 0.1mm to 0.2mm.

Minimum visible size of target card: 305mm x 305mm
(12 x 12 inches)

Scoring ring values 1 - 8 are printed in the scoring zones, in vertical and horizontal planes, at right angles to each other. The 9 and 10 point zones are not marked with numbers. The zone numbers shall be approximately 4mm high, 0.2mm thick and shall be easily read with normal spotting telescopes at the appropriate distance.

USA
6.3.2.5C

50 Foot Precision Pistol Target

25m and 50m precision pistol target reduced for 50 foot (to be used for 50 foot Free Pistol events).

10 Ring	11.31mm	(± 0.1 mm)	5 Ring	87.51mm	(± 0.3 mm)
9 Ring	26.55mm	(± 0.1 mm)	4 Ring	102.75mm	(± 0.3 mm)
8 Ring	41.79mm	(± 0.1 mm)	3 Ring	117.99mm	(± 0.3 mm)



7 Ring	57.03mm	(± 0.3 mm)	2 Ring	133.23mm	(± 0.3 mm)
6 Ring	72.27mm	(± 0.3 mm)	1 Ring	148.47mm	(± 0.3 mm)

Inner ten = 3.69mm(± 0.1 mm)

Black: 57.03mm.

Ring Thickness: 0.1mm to 0.2mm.

Minimum visible size of target card: 203mm x 203mm
(8 x 8 inches).

Scoring ring values 1 - 8 are printed in the scoring zones, in vertical and horizontal planes, at right angles to each other. The 9 and 10 point zones are not marked with numbers. The zone numbers shall be approximately 3mm high, 0.1mm thick and shall be easily read with normal spotting telescopes at the appropriate distance.

USA 6.3.2.5D

50 Foot Sport Pistol Target

25m and 50m precision pistol target reduced for 50 foot (to be used for 50 foot Sport, Standard and Center Fire Pistol events).

10 Ring	28.27mm	(± 0.1 mm)	5 Ring	180.67mm	(± 0.3 mm)
9 Ring	58.75mm	(± 0.1 mm)	4 Ring	211.15mm	(± 0.3 mm)
8 Ring	89.23mm	(± 0.1 mm)	3 Ring	241.63mm	(± 0.3 mm)
7 Ring	119.71mm	(± 0.3 mm)	2 Ring	272.11mm	(± 0.3 mm)
6 Ring	150.19mm	(± 0.3 mm)	1 Ring	302.59mm	(± 0.3 mm)

Inner ten = 13.03mm(± 0.1 mm).

Black: 121.92mm.

Ring thickness: 0.1mm to 0.2mm.

Minimum visible size of target card: 330mm x 330mm
(13 x 13 inches).

Scoring ring values 1 - 9 are printed in the scoring zones, in vertical and horizontal planes, at right angles to each other. The 10 point zone is not marked with a number. The zone numbers shall be approximately 4mm high, 0.2mm thick and shall be easily read with normal spotting telescopes at the appropriate distance.



6.3.2.6

10 Meter Air Pistol Target

10 ring	11.5 mm	(± 0.1 mm)	5 ring	91.5 mm	(± 0.5 mm)
9 ring	27.5 mm	(± 0.2 mm)	4 ring	107.5 mm	(± 0.5 mm)
8 ring	43.5 mm	(± 0.2 mm)	3 ring	123.5 mm	(± 0.5 mm)
7 ring	59.5 mm	(± 0.5 mm)	2 ring	139.5 mm	(± 0.5 mm)
6 ring	75.5 mm	(± 0.5 mm)	1 ring	155.5 mm	(± 0.5 mm)

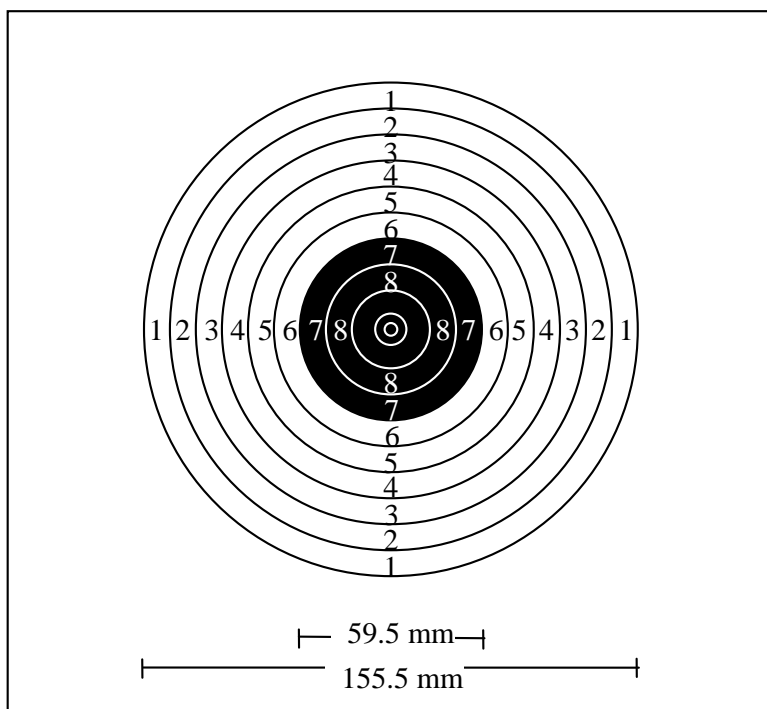
Inner ten: 5.0 mm (± 0.1 mm).

Black from 7 to 10 rings = 59.5 mm (± 0.5 mm).

Ring thickness: 0.1 mm to 0.2 mm.

Minimum visible size of target card: 170 mm x 170 mm.

The scoring ring values 1 to 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other. The ten and the nine zones are not marked with a number. The zone numbers shall be not more than 2 mm high.



10 Meter Air Pistol Target



6.3.2.7

Running Target

6.3.2.7.1

50 Meter Running Target

The 50 m Running Target depicts a running wild boar with scoring rings printed on the shoulder of the animal. Targets must be printed in one color only. The Running Target is printed to show the animal running in left and right directions. The animal must be printed on a rectangular-shaped target paper. Trimming the frame to the shape of the animal is not permitted (see Figure).

10 ring	60 mm	(± 0.2 mm)	5 ring	230 mm	(± 1.0 mm)
9 ring	94 mm	(± 0.4 mm)	4 ring	264 mm	(± 1.0 mm)
8 ring	128 mm	(± 0.6 mm)	3 ring	298 mm	(± 1.0 mm)
7 ring	162 mm	(± 0.8 mm)	2 ring	332 mm	(± 1.0 mm)
6 ring	196 mm	(± 1.0 mm)	1 ring	366 mm	(± 1.0 mm)

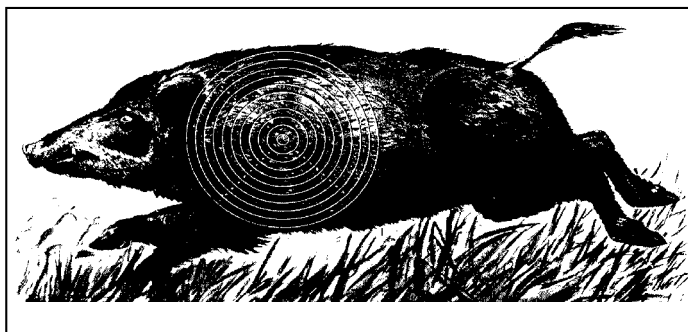
Inner ten: 30 mm (± 0.2 mm).

Ring thickness: 0.5 mm to 1.0 mm.

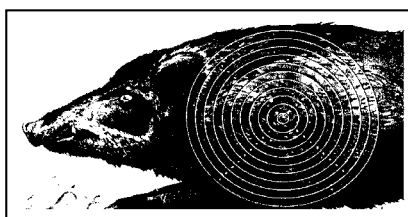
The center of the 10 ring must be 500 mm from the tip of the nose of the boar measured on a horizontal line.

Scoring ring values 1 to 9 must be printed clearly in the appropriate scoring zones in diagonal lines at right angles to each other.

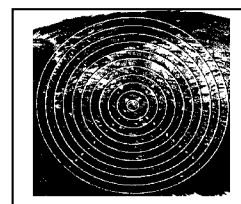
Repair centers (C) or half targets (B) may be used. The repair centers or half targets must be correctly placed on the full target.



A



B



C

50 Meter Running Target



6.3.2.7.2 10 Meter Running Target

The 10 m Running Target is a single card with two scoring zones each with rings 1 to 10 on the two sides and a single aiming mark in the center.

10 ring	5.5 mm	(± 0.1 mm)	5 ring	30.5 mm	(± 0.1 mm)
9 ring	10.5 mm	(± 0.1 mm)	4 ring	35.5 mm	(± 0.1 mm)
8 ring	15.5 mm	(± 0.1 mm)	3 ring	40.5 mm	(± 0.1 mm)
7 ring	20.5 mm	(± 0.1 mm)	2 ring	45.5 mm	(± 0.1 mm)
6 ring	25.5 mm	(± 0.1 mm)	1 ring	50.5 mm	(± 0.1 mm)

Inner ten is white: 0.5 mm (± 0.1 mm), gauged in the same way as rings 3 – 10.

Black from 5 to 10 rings = 30.5 mm (± 0.1 mm).

Ring thickness: 0.1 mm to 0.2 mm.

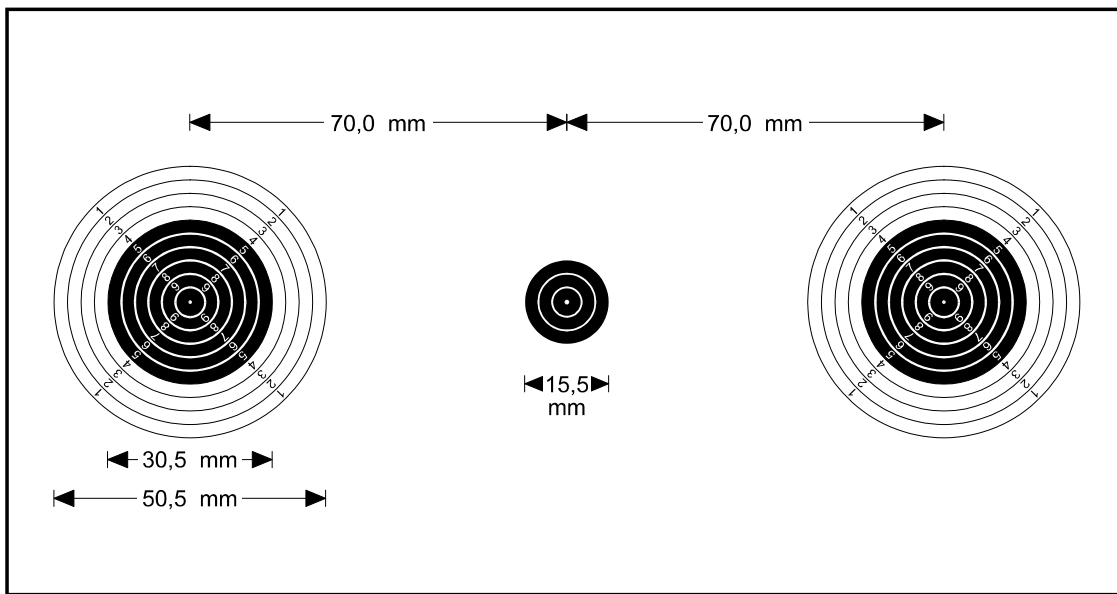
Recommended size of target card: 260 mm x 150 mm (minimum 260 mm x 140 mm).

The center of the 10 ring must be 70 mm (± 0.2 mm) from the center of the aiming mark measured on a horizontal line.

Scoring ring values 1 to 9 must be printed clearly in the appropriate scoring zones in diagonal lines at right angles to each other.

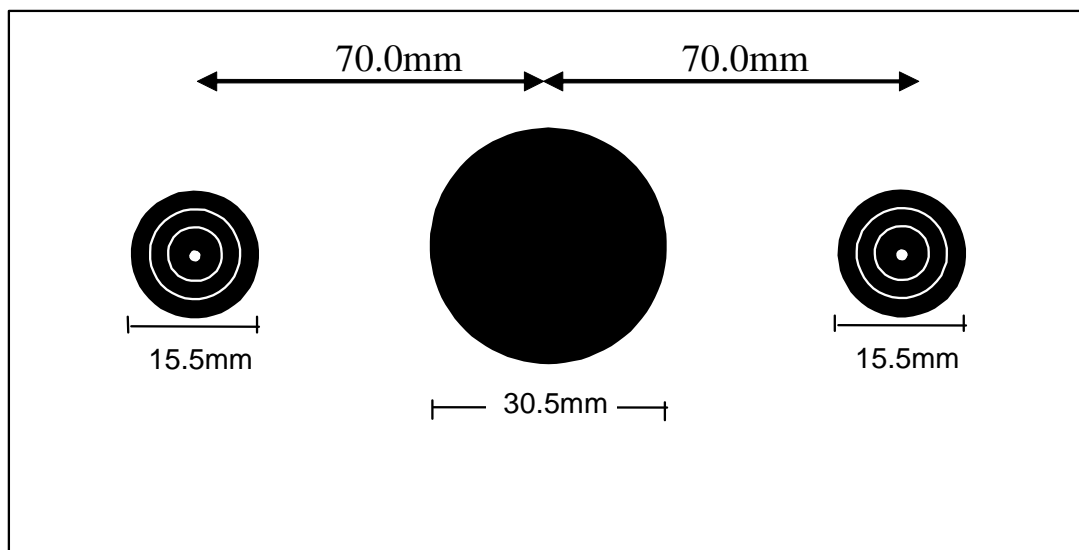
The aiming mark is black with an outside diameter of 15.5 mm and must include white rings of the size of the 10 (5.5 mm) and 9 (10.5 mm) rings and a white central dot (0.5 mm).

6.3.2.7.2.1 10 Meter Running Target Paper Target





6.3.2.7.2.2 10 Meter Running Target Electronic Target



The 30.5 mm diameter is a hole.



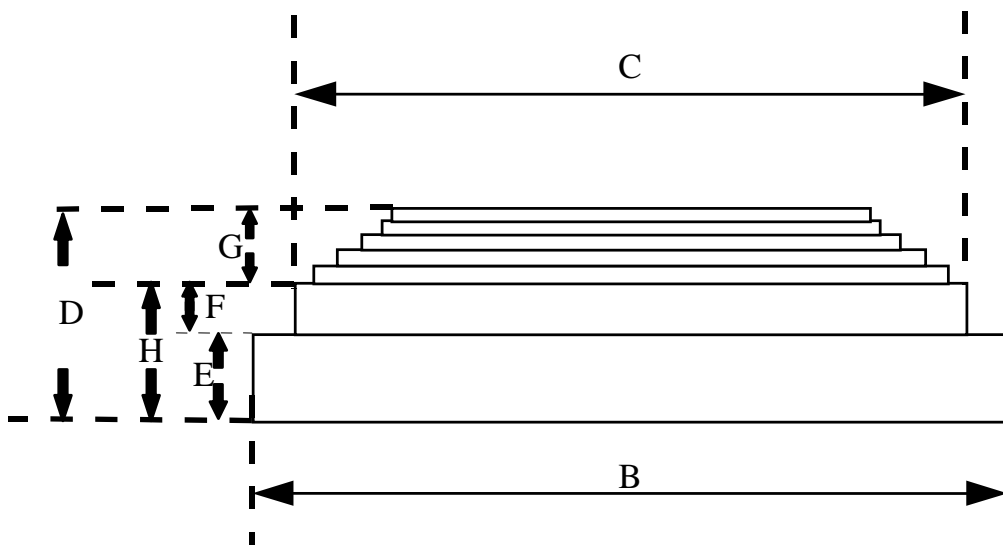
6.3.2.8 Clay Targets (for shotgun events)

Diameter:	110 mm (± 1 mm).
Height:	25 mm to 26 mm.
Weight:	105 g (± 5 g).

The color of the targets may be all black, all white, all yellow, all orange; or the full dome may be painted white, yellow, or orange; or a ring may be painted around the dome in white, yellow or orange.

The color of the clay target must be specified in all programs for ISSF Championships. The color of a target which is selected for an ISSF Championship must be clearly visible against the background of the range under all normal lighting conditions. The same color targets must be used for training. Clay Targets filled with colored powder must be used in the Finals and must meet the same specification.

6.3.2.9 General Specifications for Clay Targets



A-Weight	105 g ± 5 g	E-Base Height	11 mm ± 1 mm
B-Base \varnothing	110 mm ± 1 mm	F-Rotating Ring Height	7 mm ± 1 mm
C-Rotating Ring \varnothing	95 mm – 98 mm	G-Dome Height*	8 mm ± 1 mm
D-Total Height	25 mm – 26 mm	H-Base & Ring Height	18 mm ± 1 mm

* "G" The actual shape of the target dome is to be engineered to provide the best aerodynamics design and flight stability.

"Breakability" - targets must be capable of withstanding the force of the trap to be thrown to a distance of 80 m and to be breakable easily with normal ISSF Skeet and Trap load cartridges within legal shooting distances.



6.3.3 Paper Sighting Targets

Sighting targets must be marked clearly with a black diagonal stripe in the upper right hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance under normal light conditions (except for the 25 m Rapid Fire Pistol Target).

6.3.4 Backing Targets, Backing Cards, Control Sheets

Rifle	Rule	7.6.3.3
Pistol	Rule	8.6.3.3, 8.6.3.4, and 8.6.3.5
Running Target	Rule	10.6.3.17.5

6.3.4.1 Backing Targets for 50 m ranges

For locating cross shots if possible Backing Targets 0.5 m – 1 m behind the targets should be used and are recommended. The exact distance between the target and the backing target should be measured and recorded. As far as possible, this distance should be the same on all targets.

6.3.5 Range Standards

6.3.5.1 General for all Disciplines

6.3.5.1.1 The ISSF Technical Delegate(s), in accordance with ISSF General Regulations Articles 3.4.2, 3.4.3 and 3.4.4, and in co-operation with the Match Director and range officials appointed by the Organizing Committee for the different disciplines, must inspect the shooting ranges and equipment for all ISSF Championships. They may approve small deviations from specifications in ISSF Rules which do not conflict with the intent and spirit of ISSF Regulations and Rules, except that no deviations in shooting distances and target specifications are allowed. Participating countries or federations must be notified of all approved deviations prior to the closing date for entries in the competition.

6.3.5.1.2 New **outdoor ranges** should be constructed in such a way that the sun is behind the shooter as much as possible during the competition day.

6.3.6 Common Standards for 300 m, 50 m, 25 m and 10 m Rifle and Pistol Ranges

USA
6.3.6A **And 300 Yard, 200 Yard, 100 Yard, 50 Yard, 25 Yard, 50 Foot and 5 Meter Rifle and Pistol Ranges**

6.3.6.1 Ranges must have a line of targets and a **Firing Line**. The firing line must be parallel to the line of targets. The firing points are located behind the firing line.

6.3.6.2 The range may be surrounded by walls, if necessary, for safety reasons. Protection against the accidental exit of unaimed shots may also be provided by transverse baffle systems between the firing line and the line of targets.



6.3.6.3 Protection against rain, sun and wind must be provided in accordance with ISSF General Regulations Article 3.5.1.2. This protection shall be such that no obvious advantage is given to any firing point or part of the range.

USA USA Shooting sanctioned competitions may be conducted on a range that does not provide complete protection from rain, sun & wind until such time as it is feasible to upgrade the range.

6.3.6.3A

6.3.6.3.1 300 m ranges should have at least 290 m open to the sky.

6.3.6.3.2 50 m ranges should have at least 45 m open to the sky.

6.3.6.3.3 25 m ranges should have at least 12.5 m open to the sky.

6.3.6.3.3.1 50 m and 25 m ranges should, whenever possible, be outdoor ranges but may be exceptionally indoor or closed ranges if required by legal or climatic conditions.

6.3.6.3.4 10 m ranges for ISSF championships and Olympic Games must be installed indoors in accordance with ISSF General Regulation Article 3.5.1.

6.3.6.4 Competition area

6.3.6.4.1 **Smoking** on the range and in the spectator area is prohibited.

6.3.6.5 There must be sufficient space behind the firing points for the range officials and the Jury to perform their duties.

USA Spectator space is optional for USA Shooting sanctioned competitions.

6.3.6.5A

6.3.6.5.1 Space must be provided for **spectators**. This area must be separated from the area for shooters and officials by a suitable barrier located at least 5 m behind the firing line.

6.3.6.6 The use of mobile telephones, walkie-talkies pagers or similar devices by competitors, coaches and team officials while within the competition area is prohibited. All mobile telephones etc. must be switched **OFF**.

USA At least one clock is required for USA Shooting sanctioned competitions.

6.3.6.6A

6.3.6.6.1 Notices must be displayed to indicate to spectators that mobile phones must be switched **OFF** and **flash** photography is prohibited.

6.3.6.7 Each range must be equipped with a large clock at each end of the hall that can be seen clearly by shooters and officials.

6.3.6.8 Target frames or mechanisms must be marked with numbers corresponding to their firing point number. The numbers must be large enough to be seen easily under normal shooting conditions with normal vision at the appropriate distance. The numbers must be of alternating and contrasting colors and be clearly visible throughout the competition, whether the targets are exposed or concealed.



- 6.3.6.9** Targets must be fixed in such a manner that they have no significant movement even in high winds.
- 6.3.6.10** Any target system may be used, provided it guarantees the necessary degree of safety, accurate control of timing, and efficient, accurate and rapid scoring, and changing of the targets.
- 6.3.6.11** If Register Keepers are used, a desk and chair must be located behind each firing point in such a way that shooters are not disturbed.
- 6.3.6.12** A communications system must be provided between the Range Officers at the firing line and any personnel behind the targets who are operating the target mechanisms or working in the pits.
- 6.3.6.13** If pits with individual markers for each target are used, there must be a signal system between the Register Keeper and the Marker.

6.3.7 Wind Flags for 300 m and 50 m Rifle and Pistol Ranges

6.3.7.1 Private wind indicators are prohibited.

6.3.7.2 Rectangular wind flags, which indicate air movements on the range, should be made of a cotton material weighing approximately 150 g/m². They must be placed as close to the bullets' flight path as possible without interfering with the bullets' flight or the shooter's view of the target during aiming. The color of the wind flags must be in contrast to the background. Dual color or striped wind flags are permitted and recommended.

6.3.7.2.1

Size of Wind Flags		
Ranges	Distances	Size of Flag
50 m Ranges	10 m and 30 m	50 mm x 400 mm
300 m Ranges	50 m	50 mm x 400 mm
	100 m and 200 m	200 mm x 750 mm

6.3.7.3 On 50 m ranges (rifle and pistol), wind flags are to be placed at distances (see 6.3.7.2.1) from the firing line, on the imaginary lines separating each firing point and its corresponding target from the adjacent points and targets. Flags must be placed on the shooter's side of any safety baffles.

USA

6.3.7.3A On 50 & 100 yard ranges the flags will be placed as on the 50 meter range plus a row of flags added at 60 yards for the 100 yard range.

6.3.7.3.1 If a 50 m range is also used as a 10 m enclosed range the 10 m wind flags must be placed far enough down range so that they give an indication of the wind.



6.3.7.4 On 300 m ranges, wind flags are to be placed at distances (see 6.3.7.2.1) from the firing line on the imaginary lines separating every fourth (4th) firing point and its corresponding target from the next point and target. Flags must be placed on the shooter's side of any safety baffles.

USA
6.3.7.4A On 300 yard ranges wind flags will be placed as prescribed by rule 6.3.7.4.

USA
6.3.7.4B On 200 yard ranges wind flags measuring 200mm x 1500mm are to be placed at distances of 50 yd, 100 yd from the firing line on the imaginary lines separating every fourth (4th) firing point and its corresponding target from the next point and target. Flags must be placed on the shooters' side of any safety baffles or wind screens.

6.3.8 Shooting Distances

6.3.8.1 World records will only be valid if the range meets the standards specified in Rule 6.3.8.3.

6.3.8.2 Shooting distances must be measured from the firing line to the target face. If pit operated targets are used the distance must be measured to the face of the front target, which must always be the competition target.



6.3.8.3 Shooting distances must be as exact as possible, subject to the following allowable variations.

300 m range	+/- 1.00 m
50 m range	+/- 0.20 m
25 m range	+/- 0.10 m
10 m range	+/- 0.05 m
50 m running target range	+/- 0.20 m
10 m running target range	+/- 0.05 m

USA

6.3.8.3A

300 yard range	+/- 1.00 yd
200 yard range	+/- 24 in
100 yard range	+/- 12 in
50 yard range	+/- 6 in
25 yard range	+/- 3 in
50 foot range	+/- 2 in
5 meter range	+/- 0.03m

6.3.8.4 In combined 50 m rifle, pistol and running target ranges, the allowable variation can be increased to +2.50 m for running target. The opening must be accordingly adjusted (see Rule 6.3.18.11).

6.3.8.5 The firing line must be clearly marked. The range distance must be measured from the target line to the edge of the firing line nearest to the shooter.

6.3.9 Height of Target Center (Center of the Ten Ring)

The center of the targets must be within the following heights when measured from the level of the floor of the firing point:

	Standard Height	Variation Allowable
300 m ranges	3.00 m	+/- 4.00 m
50 m ranges	0.75 m	+/- 0.50 m
25 m ranges	1.40 m	+/- 0.10 m
10 m ranges	1.40 m	+/- 0.05 m
50 m Running Target	1.40 m	+/- 0.20 m
10 m Running Target	1.40 m	+/- 0.05 m

All target centers within a group of targets or range must have the same height (± 1 cm).



**USA
6.3.9A**

300 yard ranges	3.00 yd	+/- 4.00 yd
200 yard ranges	2.00 yd	+/- 2.50 yd
100 yard ranges	1.00 yd	+/- 0.50 yd
50 yard ranges	0.75 yd	+/- 0.50 yd
25 yard ranges	1.40 yd	+/- 0.10 yd

Multiple bullseye targets are measured to the center bullseyes. USA Shooting sanctioned competitions may be conducted on ranges that do not comply with the ± 1.0 cm variation of target center height.

**USA
6.3.9B**

50 ft Range - Height must be adjustable for rifle.

6.3.10

Horizontal Variations for Target Centers on 300 m, 50 m and 10 m Rifle and Pistol Range

**USA
6.3.10A**

And 300 Yard, 200 Yard, 100 Yard, 50 Yard, 25 Yard, 50 Foot & 5 Meter Rifle and Pistol Ranges.

6.3.10.1

Target centers at 300 m, 50 m, and 10 m must be oriented on the center of the corresponding firing point. Horizontal deviations from a center line drawn perpendicular (90 degrees) to the center of the firing point are:

	Maximum variation from center in either direction
300 m rifle	6.00 m
50 m rifle/pistol	0.75 m
10 m rifle/pistol	0.25 m

**USA
6.3.10.1A**

300 Yard Rifle	6.00 yd
200 Yard Rifle	4.00 yd
100 Yard Rifle	50 in
50 Yard Rifle/Pistol	25 in
50 Foot Rifle/Pistol	15 in
5 Meter Rifle	0.1m

6.3.11

Horizontal Variations for Firing Points on 50 m and 10 m Running Target and 25 m Pistol Ranges

The center of the firing points must be located as follows:

6.3.11.1

for Rapid Fire ranges, according to the center of the group of five;

6.3.11.2

for Running Target ranges, according to the center of the opening;

6.3.11.3

the center of the firing point must be oriented on the center of the corresponding target or opening. Maximum horizontal deviations from a centerline drawn perpendicular (90 degrees) to the center of the target or opening are:

	Maximum variation in either direction
25 m range	0.75 m



50 m Running Target range	2.00 m
10 m Running Target range	0.40 m

USA
6.3.11.3A

25 Yard Range	0.75 yd
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6.3.12 General Firing Point Standards for 300 m, 50 m, 10 m Ranges

USA
6.3.12A And 300 Yard, 200 Yard, 100 Yard, 50 Yard, 50 Foot and 5 Meter Ranges

The firing point must be constructed so that it does not vibrate or move when other persons are walking close by. From the firing line to approximately 1.2 m rearward, the firing point must be level in all directions. The remainder of the firing point must either be level or may slope to the rear with a few centimeters drop.

6.3.12.1 If shooting is done from tables, the tables must be approximately 2.2 m long and 0.8 m to 1 m wide, firm, stable and removable. **Shooting tables** may slope to the rear a maximum of 10 cm.

6.3.12.2 The firing point must be equipped with:

6.3.12.2.1 a removable or adjustable bench or stand, 0.7 m - 0.8 m high;

USA
6.3.12.2.1A In USA Shooting sanctioned competitions, shooters may provide their own stands.

6.3.12.2.2 a mat for shooting in the prone and kneeling positions. The front portion of the mat must be of a compressible material not more than 50 mm thick, and approximately 50 cm x 75 cm in size and measuring not less than 10 mm when compressed with the measuring device used to measure the thickness of rifle clothing. The remainder of the mat must have a maximum thickness of 50 mm and a minimum thickness of 2 mm. The minimum overall size must be 80 cm x 200 cm. An alternative of two mats is permitted, one thick and one thin, but together they must not exceed the dimensions indicated in this Rule. The use of private mats is prohibited;

USA
6.3.12.2.2A In USA Shooting sanctioned competitions, private mats conforming to these specifications are permitted.

6.3.12.2.3 a chair or stool for the shooter;

6.3.12.2.4 if paper targets are used, a desk and chair for the Register Keeper and a spotting telescope must be provided;

USA
6.3.12.2.4A Not required in USA Shooting sanctioned competitions if register keepers are not used.

6.3.12.2.5 a scoreboard, approximately 50 cm x 50 cm, on which the Register Keeper can post unofficial scores for the spectators. The scoreboard should be located so that it can easily be seen by spectators but does not obscure their view of the shooters.



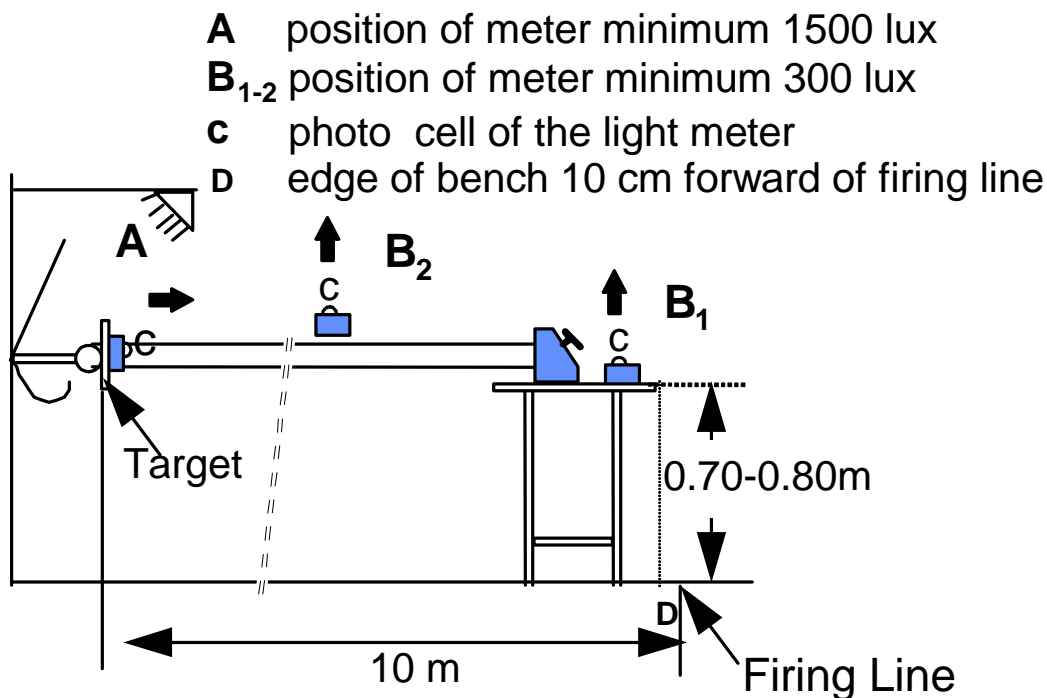
- USA** Not required in USA Shooting sanctioned competitions if register keepers are not used.
- 6.3.12.2.5A**
- 6.3.12.2.6** when it is necessary to install dividing screens on the firing line they must be made of transparent material on a light frame. Screens should extend at least 50 cm forward of the firing line, and be no less than 1.5 m long x 2.0 m high. They are to be located between every two firing points, at the minimum;
- 6.3.12.2.7** if the firing point is exposed to excessive wind, additional protection for the shooters must be provided by screens, rows of trees or other means.
- 6.3.12.2.8** On new ranges wind breaks forward of the firing line are not permitted. It is recommended that wind breaks are removed from all ranges.
- 6.3.13 Firing Point Standards for 300 m Ranges**
USA And 300 Yard, 200 Yard and 100 Yard Ranges
- 6.3.13A**
- The size of the firing point must not be less than 1.6 m wide x 2.5 m long. The width of the firing point may be reduced only if any dividing screens are constructed so that a shooter in the prone position can put his left leg in an adjacent firing point without disturbing that shooter.
- 6.3.14 Firing Point Standards for 50 m Ranges**
USA And 50 Yard, 50 Foot Ranges
- 6.3.14A**
- 6.3.14.1** The size of the firing point must not be less than 1.6 m wide x 2.5 m long if the firing point is also used for 300 m shooting.
- 6.3.14.2** To allow more shooters to participate in 50 m events, the width of the firing point may be reduced to 1.25 m. Target systems used on such ranges must be capable of changing targets without disturbing neighboring shooters.
- 6.3.14.3 Light conditions for 50 m Indoor Ranges**
- The minimum illumination of the targets must be 1500 lux. However, it is recommended that the minimum illumination of the targets is 3000 lux.
- USA** At USA Shooting sanctioned competitions, the minimum illumination of the targets can be 1000 lux.
- 6.3.14.3A**
- 6.3.15 Range and Firing Point Standards for 10 m Ranges**
- 6.3.15.1** The firing point must be a minimum of 1 m wide.
- 6.3.15.2** The range must be equipped according to Rule 6.3.12 with a bench or stand, a chair or stool and, if paper targets are used, with the equipment for the Register Keeper.



- 6.3.15.2.1** The nearest edge of the bench or stand must be placed 10 cm forward of the 10 m Firing line.
- 6.3.15.3** 10 m ranges must be equipped with electric-mechanical target carriers or changers, or Electronic Scoring Targets.
- USA** USA Shooting sanctioned competitions may be shot on ranges with electric or manual target carriers or fixed multiple bull targets adjustable for height.
- 6.3.15.3A**
- 6.3.15.4** Indoor 10 m ranges must have artificial illumination providing the necessary amount of light without glare or distracting shadows on the targets or firing points. The entire area must be evenly illuminated with no less than 300 lux. Targets must be illuminated evenly with no less than 1500 lux. The background area behind the targets must be a non-reflecting, light even neutral color. If due to the request from the media, the lighting on the firing points has to be increased, then the light on the targets must be appropriately increased.
- USA** At USA Shooting sanctioned competitions the targets must be illuminated evenly with no less than 1000 lux. They may have a background area behind the targets that is not a non-reflecting, light even neutral color.
- 6.3.15.4A**
- 6.3.15.4.1** Measuring of the target illumination (minimum 1500 lux) must be done with the measuring device held at the level of the target and pointed toward the firing point **(A)**.
- 6.3.15.4.2** Measuring general range illumination (a minimum of 300 lux):
The measuring device must be held at the firing point **(B1)** and midway between the firing point and the target line **(B2)** with the device directed toward the ceiling illumination (see Figure).



6.3.15.4.3 10 m Indoor Range Light Measuring



6.3.16 Range and Firing Point Standards for 25 m Pistol Ranges

6.3.16.1 Roofs and screens of 25 m ranges must provide the shooter with adequate shelter from wind, rain, sun and ejected cartridge cases in accordance with ISSF General Regulations Article 3.5.1.

6.3.16.2 The floor of the firing point must be level in all directions. It must be of firm construction and not permit any vibration.

6.3.16.3 The firing point must be roofed or covered at a minimum height of 2.20 m above the level of the firing point.

6.3.16.4 Firing point or shooting station dimensions must be:

	Width	Depth
25 m Rapid Fire Pistol	1.50 m	1.50 m
25 m Pistol and 25 m Center Fire Pistol	1.00 m	1.50 m
25 m Standard Pistol	1.00 m	1.50 m

6.3.16.5 Firing points must be separated by **transparent screens** which protect shooters from ejected cartridge cases and permit visibility of the shooters by the officials. The screens must:

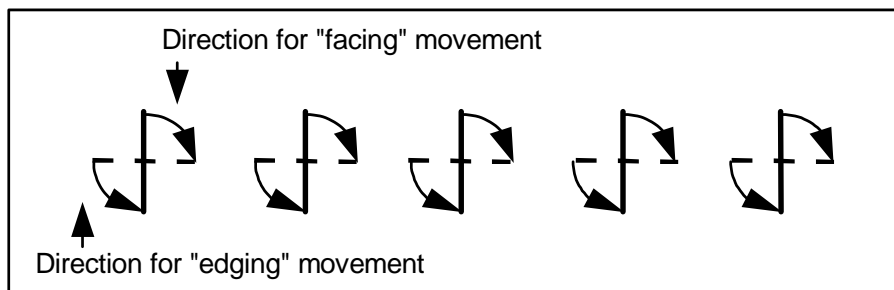
6.3.16.5.1 extend at least 0.75 m forward of the front edge of the firing line and approximately 0.25 m to the rear;



- 6.3.16.5.2** be a minimum of 1.7 m high, with the top edge at least 2.0 m above the floor of the firing point;
- 6.3.16.5.3** if the screen does not reach the floor of the firing point, the bottom edge should not be more than 0.7 m above the floor of the firing line.
- 6.3.16.6** Each firing point must be provided with the following equipment:
- 6.3.16.6.1** a removable or adjustable bench or table, approximately 0.5 m x 0.6 m in size and 0.7 m to 0.8 m high;
- 6.3.16.6.2** a chair or stool for the shooter;
- 6.3.16.6.3** a desk and chair for the Register Keeper;
- 6.3.16.6.4** a scoreboard, approximately 0.5 m x 0.5 m on which the first Register Keeper can post unofficial scores for the spectators. The scoreboard should be located so that it can be seen easily by spectators but does not obscure their view of the shooters.
- 6.3.16.7** **Light conditions for 25 m Indoor Ranges**
- The minimum illumination of the targets must be 1500 lux. However, it is recommended that the minimum illumination of the targets is 2500 lux.
- 6.3.17** **Standards for 25 m Turning Target Installations**
- USA**
- 6.3.17A** And for 25 Yard & 50 Foot
- When Electronic Scoring Targets are not used, ranges for 25 m events must be equipped with a target rotating or turning mechanism which permits 90 degree (+/-10 degrees) turning of the targets on their vertical axis. In precision stages of 25 m pistol events, stationary target frames may be used.
- USA**
- 6.3.17B** In USA Shooting sanctioned PTO's for all 25m events an acoustic shot timer with audible start and stop signals on a fixed target array may be used if turning or electronic scoring targets are not used/available. Any shots fired before the start signal or after the stop signal (plus a built-in 1/10th second buffer) will be scored as misses. The timer must be capable of being set to 8, 6 and 4 seconds. Only one shooter should fire at a time to prevent shots from surrounding shooters from causing a false reading. National Records may not be set using this method. This method may not be used for team selection
- 6.3.17.1** The time for turning to face the shooter must not exceed 0.3 seconds.
- 6.3.17.2** When the targets have turned, there must be no visible vibration to distract the shooter.
- 6.3.17.3** When viewed from above, the targets must turn in a clockwise direction to the facing position and in a counterclockwise direction to the edge-on position (see Figure).



6.3.17.3.1 Rotation of Turning Targets



- 6.3.17.4** In 25 m events, the targets must be placed in:
- 6.3.17.4.1** Groups of five (5), for the Rapid Fire Pistol event;
- 6.3.17.4.2** groups of three (3) (1st, 3rd, and 5th) or groups of four (4) (1st, 2nd, 4th, and 5th) for the 25 m Pistol, 25 m Center Fire Pistol and 25 m Standard Pistol events. Groups of five (5) may be used, but only when it is necessary to save an additional relay or save range staff, but see 6.3.11.3.
- 6.3.17.5** 25 m ranges must be divided into sections which are composed of two (2) groups of five (5) targets (each being one bay).
- 6.3.17.5.1** The sections must be separated from each other by suitable protective walls. Protected walkways should be provided to allow range staff to get to the target line.
- 6.3.17.5.2** Each Range Section should be capable of being operated centrally but also may be operated independently.
- 6.3.17.6** The targets in a section must all turn simultaneously. Their simultaneous turning within the section must be achieved by use of a mechanism which provides efficient operation and accurate timing.
- 6.3.17.7** The automatic turning and timing device must ensure:
- 6.3.17.7.1** targets remain in the facing position for the specified period of time;
- 6.3.17.7.2** targets return to the edge-on position after the specified time (+0.2 seconds - 0.0 seconds).
- 6.3.17.8** Accurate and consistent timing of both the rotation period and the period at rest in the facing position must be checked before and during the competition using one of the following methods:
- 6.3.17.8.1** by placing the stopwatch on the edge of the target to allow the target movements to start and stop the stop watch;
- 6.3.17.8.2** by using three (3) hand operated stopwatches with the middle (median) time being accepted;
- 6.3.17.8.3** by using other systems or devices which have been approved by the ISSF Technical Committee.
- 6.3.17.9** Timing must start the moment the targets begin to face and stop the moment they begin to turn away.



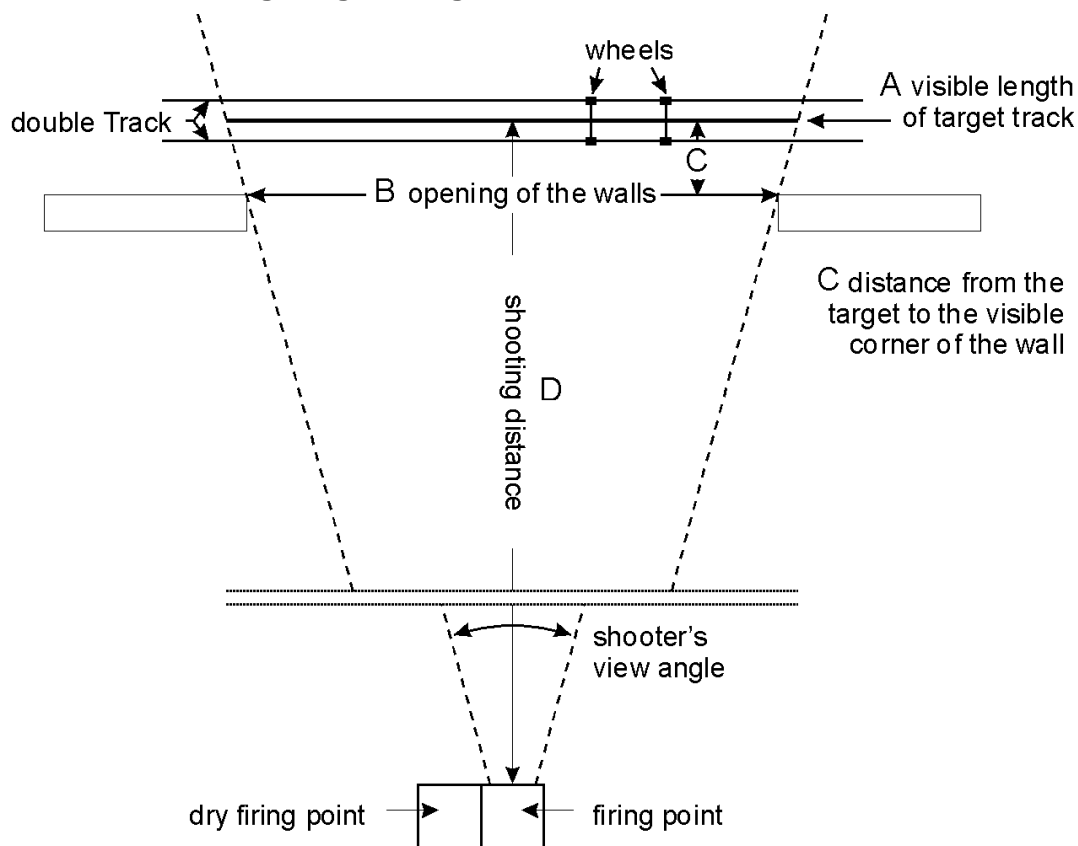
- 6.3.17.10** If the time is less than specified or greater than 0.2 sec, the Range Officer, acting either on his own or on instructions from a Jury Member, must stop the shooting to allow the timing mechanism to be regulated. In such cases, the Jury may postpone the start or restart of shooting.
- 6.3.17.11** If plywood or other solid backing boards are used for the targets, the area corresponding to the eight (8) ring zone must be cut out from the backing board to facilitate scoring and the accurate measurement of skid shots.
- 6.3.17.12** If solid backing boards are used, the center portion of the target backing boards must be made of cardboard.
- 6.3.17.13** Target frames for the 25 m Rapid Fire Pistol event must be placed in groups of five (5), all at the same height ± 1 cm, all functioning simultaneously and all facing one firing point which is centered on the middle target of the group. The distance between target centers, axis to axis, in a group of five must be 75 cm (± 1 cm).
- 6.3.17.14** **Facing times** for 25 m pistol events are:
- 6.3.17.14.1** 25 m Rapid Fire Pistol 8, 6 and 4 seconds;
- 6.3.17.14.2** 25 m Standard Pistol: 150, 20 and 10 seconds;
- 6.3.17.14.3** 25 m Pistol and 25 m Center Fire Pistol Rapid Fire Stage:
facing for three (3) seconds for each shot, alternating with an edge-on face away time of seven (7) seconds (+/- 1 second);
- 6.3.17.14.4** for all facing times a tolerance of + 0.2 seconds to - 0.0 seconds is allowed.
- 6.3.17.15** **Standards for 25 m Electronic Scoring Target Systems**
- 6.3.17.15.1** When electronic scoring targets are used the timing equipment will be set to give the nominal exposure times (see 6.3.17.14) plus 0.1 seconds (which is half the tolerance given in 6.3.17.7.2).
- 6.3.17.15.2** An "after-time" (the period which is to ensure that shots which would have been valid "skid-shots" on conventional targets, are also scored on the electronic targets) will be added at + 0.2 seconds. (Total = 0.3 seconds).
- 6.3.18** **General Standards for Running Target Ranges**
- 6.3.18.1** The range must be so arranged that the target runs horizontally in both directions across an open area with a constant speed. This area, where the target may be fired upon, is called the "opening." The movement of the target across the opening is called a "run."
- 6.3.18.2** The protective walls on both sides of the opening must be of such a height that no part of the target is visible until it reaches the opening. The edges must be marked with a color differing from that of the target.



- 6.3.18.3** Targets for 50 m are placed on a trolley or target carrier constructed so that the two targets (one running to the left and one to the right) can be alternately shown. The trolley may run on rails, cable, or a similar system and must be moved by a driving unit which can be regulated accurately for speed. Targets for 10 m are not changed for left and right runs.
- 6.3.18.4** Ranges must be constructed to prevent any person from being exposed to danger during shooting.
- 6.3.18.5** The shooting station must be arranged so that the shooter is visible to spectators. The shooting station must be protected from rain. The shooter should also be protected from sun and wind if this does not prevent spectators from seeing him.
- 6.3.18.5.1** The shooting station must be at least 1 m wide and aligned with the center line of fire according to 6.3.11.3. The Dry Firing position must be located to the left of the shooting station. The shooting station must be screened on both sides with separating partitions so that the shooter is not disturbed by dry firing or other extraneous influences. The separating partition between the firing point and the dry firing point must not be longer than to allow the dry firing shooter to watch the ready position of the competition shooter by observing the muzzle movement of his rifle.
- 6.3.18.6** In front of the shooter there must be a bench or a table 0.7 m – 0.8 m high.
- 6.3.18.7** Behind the shooter there must be a place for the Range Officer and at least one member of the Jury. The Register Keepers must be located either behind or at the side of the shooting station.
- 6.3.18.8** Run times for the targets are:
- | | |
|------------|--|
| Slow runs: | 5.0 seconds, + 0.2 seconds - 0.0 seconds |
| Fast runs: | 2.5 seconds, + 0.1 seconds - 0.0 seconds |
- 6.3.18.9** Timing should preferably be done by using an electronic timer which is started and stopped by switches mounted on the rail. If this method cannot be used, timing may be done by using three (3) stop watches operated by three different persons. The middle (median) of the three (3) times must be counted. If the run time is found to be less or more than that specified, range personnel or the Jury must regulate the time to within the specified run time standards (see Rule 6.3.18.8). If the timer is built into the starting control, the timing must be examined by the Jury and sealed.
- 6.3.18.10** For ISSF approved and supervised Championships the timing must be electronically controlled and continually displayed for inspection by shooters and officials. Any deviation from Rule 6.3.18.8 must be corrected immediately.



6.3.18.11 Running Target Ranges



Running Target Ranges

A	visible length of target track
B	opening of the wall between visible corners
C	distance from the target to the visible corner of the wall
D	shooting distance
Formula for determining the opening: $B = A \times (D - C) / D$	
Example (50 m): C= 0,20 m	$B = 10.00 \text{ m} \times (50.00 \text{ m} - 0.20 \text{ m}) / 50.00 \text{ m}$ $B = 10.00 \text{ m} \times 49.80 / 50.00 = 10.00 \text{ m} \times 0.996$ B = 9.96 m
Example (10 m): C= 0,15 m	$B = 2.00 \text{ m} \times (10.00 \text{ m} - 0.15 \text{ m}) / 10.00 \text{ m}$ $B = 2.00 \text{ m} \times 9.85 / 10.00 = 2.00 \text{ m} \times 0.985$ B = 1.97 m



6.3.18.11.1 Special Standards for 50 m Running Target Ranges

6.3.18.11.1.1 There must be a vertical wall on both sides of the opening for the protection of operating personnel and scorers.

6.3.18.11.1.2 There must be an embankment behind the opening. In front of the opening there must be a low wall to conceal and protect the target carrying mechanism.

6.3.18.11.1.3 The visible length of the target track must be: **10.00 m (+ 0.05 m / - 0.00 m)** as seen from the firing point. This must be considered when measuring the opening since the distance between the visible corner of the wall and the target increases the distance over which the target is visible.

6.3.18.11.2 Special Standards for 10 m Running Target Ranges

6.3.18.11.2.1 If target changing and shot evaluation is done behind the target carrier, there must be sufficient protection for operating personnel and scorers. The target changing and evaluation must be supervised by a member of the Jury.

USA In USA Shooting sanctioned competitions, scoring may be accomplished by a scoring team appointed by the classification officer.

6.3.18.11.2.1A

6.3.18.11.2.2 Behind the opening there must be a backstop to stop pellets and prevent ricochets. The target carrying mechanism must be protected by a front cover plate.

6.3.18.11.2.3 The visible length of the target track must be: **2.00 m (+ 0.01 m / - 0.00 m)** as seen from the firing point. This must be considered when measuring the opening since the distance between the visible corner of the wall and the target increases the distance over which the target is visible.

6.3.18.11.2.4 Screens must be installed from the firing line forward 2 m to prevent visual disturbances to the shooter from the left and right sides.

6.3.18.11.2.5 Two shooting stations may be installed and used alternately, to save time. In this case, the two firing points must not deviate from the standards in Rule 6.3.11.3.

6.3.18.11.2.6 When electronic scoring targets are used the timing equipment will be set to give the nominal exposure times (see 6.3.18.8) plus 0.1 seconds. This should ensure that the earlier appearance of the aiming mark of the electronic scoring target is allowed for.

6.3.18.11.2.7 Target illumination minimum 1000 lux; General range illumination minimum 300 lux (see 6.3.15.4.3 for measuring).



6.3.19 General Standards for Shotgun Ranges

Ranges, which are constructed in the Northern Hemisphere, should be laid out so shooting is toward a North to North-Easterly direction. Ranges, which are constructed in the Southern Hemisphere, should be laid out so shooting is toward a South to South-Easterly direction. These arrangements place the sun to the back of the shooter as much as possible during the shooting day.

New shotgun ranges must be constructed, where it is deemed necessary, with a shot fall zone reasonably level and free of obstacles to permit mechanical salvage and recovery of the lead pellets.

6.3.19.1 Standards for Trap Ranges

6.3.19.1.1 The Trap Pit

The trap pit must be constructed so that the upper surface of the roof is on the same elevation as the surface of the shooting stations. Interior measurements of the trap pit should be approximately 20 m from end to end, 2 m from front to rear, and 2 m to 2.10 m from the floor to the under side of the roof. These dimensions will allow freedom of movement for working personnel and sufficient storage space for targets (see Figures).

USA Automatic Trap House

6.3.19.1.1A The trap house must be constructed so that the upper surface of the roof is on the same elevation as the surface of the shooting stations. Interior measurements of the trap pit should be approximately 4m from end to end, 2m from front to rear, and 2m to 2.10m from the floor to the under side of the roof. These dimensions will allow freedom of movement for working personnel and sufficient storage space for targets.

6.3.19.1.2 Distances between Trap Pits

The distance between the center of machine 15 on Range A and the center of the machine one (1) on Range B must not be less than 35 m. For pre-existing ranges with a distance less than 35 m, as specified above, the Jury may reduce the throwing angles of the settings of machine 13 of Range A, and machine three (3) of Range B, if necessary, to prevent those targets from crossing over into the target flight path of the adjoining range and disturbing those shooters.

6.3.19.2 The traps (clay target throwing machines)



Each trap pit must have 15 traps attached to the front wall of the pit. The traps must be divided into five (5) groups of three (3). The center of each group must be indicated only by a painted mark on the top of the roof which must be positioned so that it must indicate the point above the center trap of each group at which a target must emerge when set to throw at zero (0) degrees. The distance between traps within each group must be equal, from 1.00 m to 1.10 m. The distance between the center traps of adjacent groups should be 3.00 m to 3.30 m. For existing ranges this may be 3.00 m to 6.00 m.

USA

Automatic Traps (clay target throwing machines):

6.3.19.2A

The trap house shall be equipped with a single multi-oscillating (vertical and horizontal directions) mechanical or electrically operated trap. It may be either manually or automatically loaded. Targets may be released manually or electrically. The trap will be so constructed and mounted that it will throw random, and continuously changing angles and elevations, targets within the vertical and horizontal limits stated in Rule 6.3.20.

6.3.19.2.1

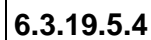
In the case of use of machines with left-hand (clockwise) rotation of throwing arms the distance between the left side (viewed from behind) and the center machine in each group may be reduced to less than the prescribed 1.00 m to 1.10 m (see also rule 6.3.21.1).

6.3.19.3

The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50 m (+/-0.10 m) below the top surface of the roof of the trap pit and set back 0.50 m (+/-0.10 m) from the front edge of the roof when the trap is set at the 2 m elevation. This is defined as the Throwing Point. Traps may be fully automatic (self loading and cocking), semiautomatic (hand loaded and self cocking), or manual (hand loaded and cocked). Each trap must be provided with a means of sealing its elevation angle, and main spring tension after these have been inspected and approved by the Jury. All traps must be provided with a means of making target throwing settings on a precise setting. All traps which are hand loaded must have two stops fixed to them. The stops are necessary to prevent accidental or deliberate movement of the target forward or backward on the throwing arm, thus changing the preset directions of the target. Each trap must have the elevation and angle sectors marked in increments of 10 degrees.



- 6.3.19.4** The traps must be released by an electric-manual or electric-microphone system. The control system must be placed in such a position that the puller can clearly see and hear the call of the shooter. The release devices must guarantee equal distribution of targets to each shooter in a series of 25 targets. This distribution must be: 10 targets to the right, 10 targets to the left and 5 targets to the center. With the correct distribution, in a series of 25 targets, each group of traps must throw two targets from the left trap, two from the right trap and one from the center trap as the shooters progress from station 1 to 5. After every five (5) targets the selector index must be advanced one stop.
- 6.3.19.5** The five shooting stations must be arranged on a straight line at a distance 15 m to the rear of the front edge of the trap pit. Each station must be prominently marked with a square 1 m x 1 m which is centered on a line perpendicular to the line of shooting stations and extending to the middle machine in each group of three. A sixth station must be marked about 2 m to the rear and slightly to the left of Station 1 where shooter number 6 may take his position. All six (6) shooting stations must have a table or bench where the shooters may place their extra cartridges and other equipment. The stations must be firm and level in all directions. Each station must have at the front right and left hand corners a block of wood, piece of carpet or rubber about 15 cm square or round upon which the shooter may rest his gun.
- 6.3.19.5.1** For Trap Finals a medium intensity colored lamp must be positioned on the left hand side behind Station 1 at a distance of 1.0 m to 1.5 m at a height of 40 cm to 50 cm. The lamp must be controlled by a system which must be so constructed as to indicate that for a period of 10 to 12 seconds immediately after the shooter on Station 5 has shot at a regular target that the microphone on Station 1 is inoperable.
- USA** USA Shooting sanctioned competitions may be conducted on a range that does not provide complete protection from sun and rain until such time as it is feasible to upgrade the range.
- 6.3.19.5.1A**
- 6.3.19.5.2** 3 m to 4 m behind the line of shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 6. Shooters must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7 m to 10 m behind the return walkway. No spectators are to be allowed within this barrier. The Referee and Jury Members are responsible for enforcing this rule. The shooting stations, referee's stand and operator's stand should have adequate protection from sun and rain.
- USA** USA Shooting sanctioned competitions may be conducted without a barrier behind the return walkway. Referees and jury members are responsible for keeping spectators back an adequate distance from the shooters and the firing line.
- 6.3.19.5.2A**



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6.3.20 Standards for Automatic Trap Ranges

6.3.20.1 The Trap Pit (see Rule 6.3.19.1.1)

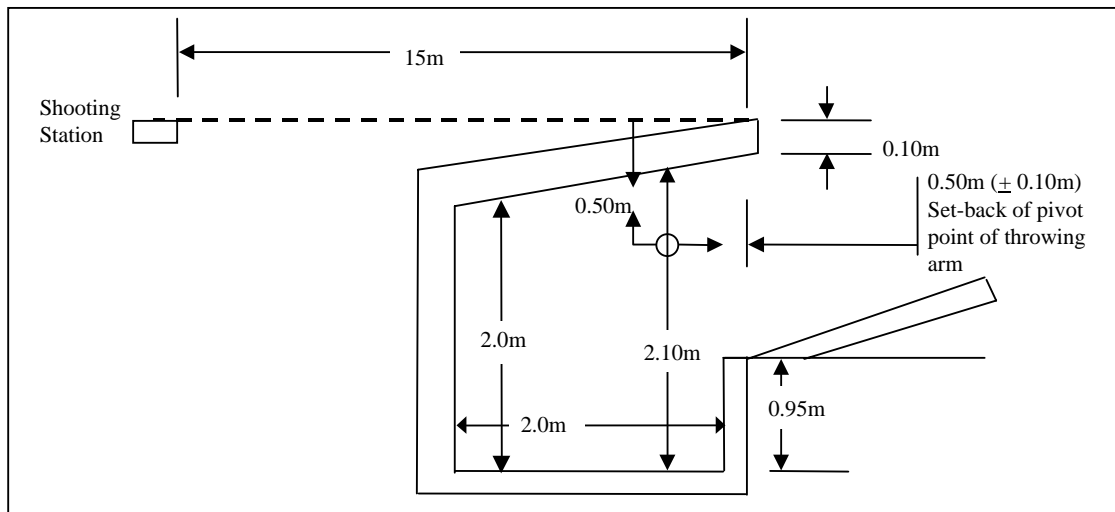
6.3.20.2 The Shooting Stations

The shooting stations will be arranged on line measured and drawn at 15 meters to the rear of the trap house, measured from the center of the front edge of the trap house roof. Station 3 will be centered on a line drawn through the center of the trap house and perpendicular to the roof front edge. Stations 1 and 2, and 4 and 5, will be located on the line, centered on points measured 3.0 – 3.3 and 6.0 – 6.6 meters to the left and right of the centerline, respectively (see Figure).

6.3.20.3 The Trap (clay target throwing machine)

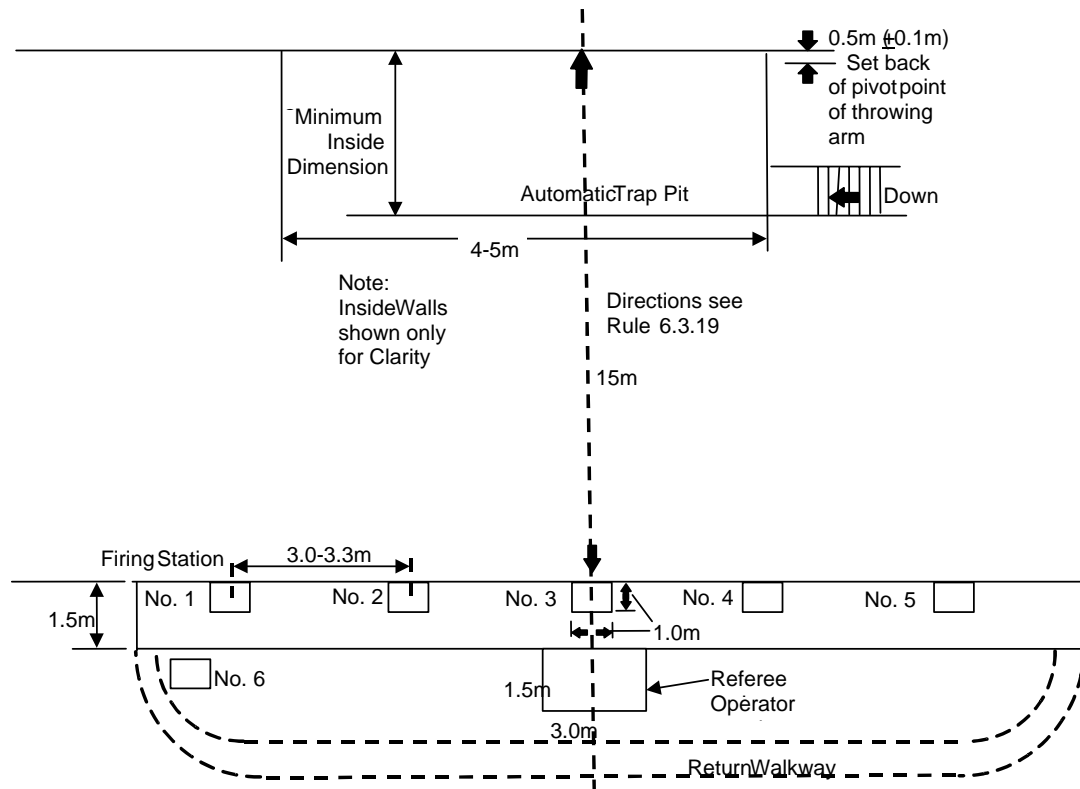
The pit shall be equipped with a single, multi-oscillating (vertical and horizontal directions) mechanically, or electrically, operated trap. It may be either manually or automatically loaded. Targets may be released manually, electrically, or microphone-electrically. The trap will be so constructed and mounted that it will throw at random, and at continuously changing angles and elevations, an unbroken target within the vertical limits of 1.5 m to 3.5 m (+/- 0.1 m) and the horizontal limits of 30° minimum to 45° maximum (see Figure 9.19.1).

6.3.20.4 Trap, Double Trap and Automatic Trap pit section





6.3.20.5 Automatic Trap Range



6.3.21 Standards for Double Trap Ranges

6.3.21.1 The Trap Pit

Trap ranges are most commonly adapted to Double Trap competition by using the center group of traps, numbers 7, 8 and 9, directly in front of Station 3. See Rules 6.3.19.1.1 and 6.3.19.1.2 and Figures.

6.3.21.2 Distances between Trap Pits

6.3.21.2.1 See Rule 6.3.19.1.2 when Trap pits are used.

6.3.21.2.2 When separate Double Trap pits are constructed, see Figures 6.3.21.2.10, the distance from the center machine on one field to the center machine on the adjoining field should not be less than 35 m. (The angles of targets in Double Trap (see Figure) are not so severe as Olympic Trap therefore do not need reductions.)

6.3.21.2.3 The Traps (target throwing machine)

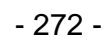
Each Double Trap pit must have three (3) Traps attached to the front wall of the pit. The center trap of the group must be indicated only by a painted mark on the top side of the pit roof. The distance between traps within the group must be equal, from 1.00 m to 1.10 m (see Rule 6.3.19.2). Traps number 1 and number 3 should be a minimum of 1.50 m from the end walls.



- 6.3.21.2.4** The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50 m (+/-0.10 m) below the top surface of the roof of the trap house and set back 0.50 m (+/-0.10 m) from the front edge of the roof when the trap is set at the 2 m elevation (see Figures). Traps may be fully automatic (self loading and cocking), semiautomatic (hand loaded and self cocking), or manual (hand loaded and cocked). Each trap must be provided with a means of sealing its elevation, angle, and main spring tension after these have been inspected and approved by the Jury. All traps must be provided with a means of allowing target throwing on a precise setting. All traps which are hand loaded must have two stops fixed to them. The stops are necessary to prevent accidental or deliberate movement of the target forward or backward on the throwing arm, thus changing the preset directions of the target. Each trap must have the elevation and angle sectors marked in increments of 10 degrees.
- 6.3.21.2.5** The traps must be released by an electric-manual or electric-microphone system fitted with a timer device. The control system must be placed in such a position that the puller can clearly see and hear the call of the shooter. For all ISSF championships an automatic timer must be used. The timer device must be set to release the targets within the period varying randomly from zero (0) to one (1) second after the shooter's call. The system must guarantee the simultaneous release of the two (2) targets from the predetermined traps. Where an electric-manual system is used, the release device must be designed so that only one (1) button or switch can be used to release the targets.
- 6.3.21.2.6** The five (5) shooting stations must be arranged on a straight line at a distance of 15 m to the rear and parallel to the front edge of the trap pit. Each station must be prominently marked with a square 1 m x 1 m. Station 3 must be centered on the middle trap in the group. Station 2 is 3 m - 3.30 m to the left of Station 3 and Station 1 is equidistant to the left of Station 2. Likewise Station 4 is 3 m - 3.30 m to the right of Station 3 and Station 5 equally 3 m - 3.30 m to the right of Station 4 (see Figure, Separate Double Trap Range). A sixth Station must also be marked about 2 m to the rear and slightly to the left of station 1 where shooter number 6 may take his position at the start of the competition. All six of the shooting stations must be furnished with a table or bench where the shooters may place their extra cartridges and equipment. The stations must be firm and level in all directions and must be at the same elevation as the front edge of the roof of the trap pit. Each station (six) must also have a block of wood, piece of carpet or thick rubber sheet about 15 cm square or round upon which a shooter may rest his gun. Three (3) m to four (4) m back of the line of shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 6. Shooters must not pass between the path and the shooting stations. The shooting stations, referee's stand and operator's stand must have adequate protection from sun and rain.



- USA** USA Shooting sanctioned competitions may be conducted on a range that does not provide complete protection from sun and rain until such time as it is feasible to upgrade the range.
- 6.3.21.2.6A**
- 6.3.21.2.7** For Double Trap Finals a medium intensity colored lamp must be positioned on the left hand side behind Station 1 at a distance of 1.0 m to 1.5 m at a height of 40 cm to 50 cm. The lamp must be controlled by a system which must be so constructed as to indicate that for a period of 10 to 12 seconds immediately after the shooter on Station 5 has shot at a regular target(s) that the microphone on Station 1 is inoperable.
- 6.3.21.2.8** 3 m to 4 m behind the line of shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 6. Shooters must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7 m to 10 m behind the return walkway. No spectators are to be allowed within this barrier. The Referee and Jury Members are responsible for enforcing this rule. The shooting stations, referee's stand and operator's stand should have adequate protection from sun and rain.





6.3.22 Standards for Skeet Ranges

6.3.22.1 A skeet field consists of two houses (high house and low house) and eight shooting stations. Stations 1 through 7 are arranged on a segment of a circle with a 19.2 m radius and a base chord of 36.8 m (with a tolerance of ± 0.1 m) which is 5.5 m from the center point of the circle which is marked by a stake.

6.3.22.1.1 The center of the circle is marked by a stake which also marks the base of the target crossing point.

6.3.22.1.2 Station 1 is located at the left end of the base chord and station 7 at the right end when standing anywhere on the segment of the circle and facing the center stake. Stations 2 through 6 are located on the segment of the circle at points equidistant from each other (the exact distance between the center of the front of the stations 1 and 2, 2 and 3, etc., is 8.13 m on chord). Station 8 is located at the center of the base chord (see Figure).

6.3.22.2 Shooting stations 1 through 7 are 0.9 m ± 0.05 m x 0.9 m ± 0.05 m square, with two sides parallel to a radius of the circle drawn through the station marker (center of the station). Shooting station 8 is rectangular, 0.9 m ± 0.05 m wide by 1.85 m ± 0.05 m long, with its long sides parallel to the base chord. The location of each shooting station must be accurately indicated. The markers for shooting stations 1 through 7 are on the center of the side nearest the target crossing point. The marker for shooting station 8 is on the center point of the base chord. All 8 shooting stations must be on the same level, within ± 0.05 m difference in elevation.

6.3.22.3 Target Distances, Angles and Elevations

6.3.22.3.1 Each trap house must contain a trap (clay target throwing machine) in a fixed position.

6.3.22.3.2 Targets thrown from the high house must emerge at a point 0.9 m ± 0.05 m behind the station marker 1 (measured along the extended base chord) and 3.05 m ± 0.05 m above the level of station 1. The target thrown from the low house must emerge at a point 0.9 m ± 0.05 m behind station marker 7 (measured along the extended base chord) (moved 0.75 m ± 0.05 m to the exterior of the base chord) and 1.05 m ± 0.05 m above the level of station 7.

6.3.22.3.3 Targets properly released must pass through a circle 0.9 m ± 0.05 m in diameter, located 4.60 m ± 0.05 m above the target crossing point.

6.3.22.3.4 In calm weather conditions targets must carry a minimum of 65 m and a maximum of 67 m as measured from the face of the house behind stations 1 and 7. If the correct distance cannot be verified by measurement, the Jury will decide the trajectory of the targets.

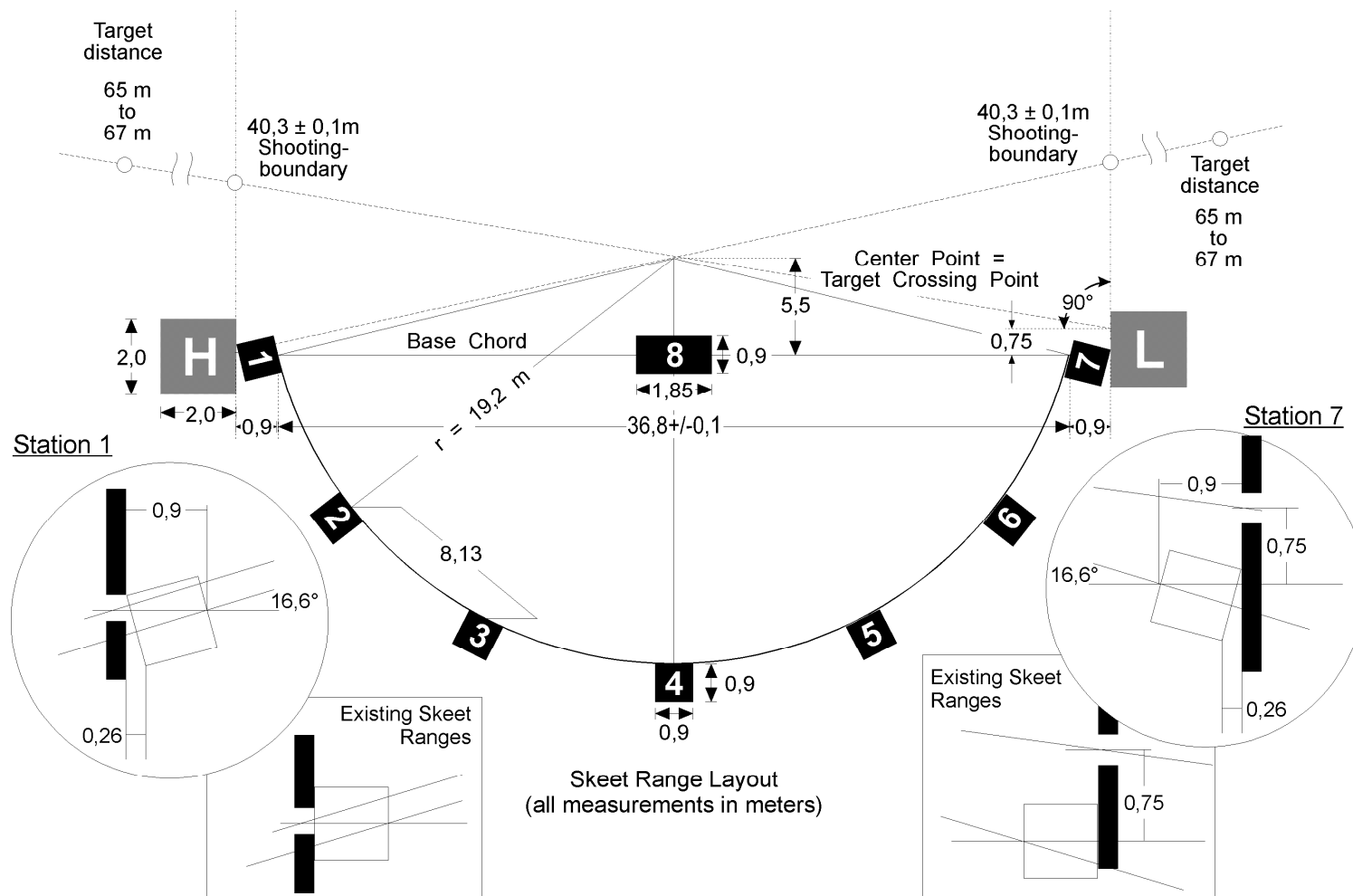


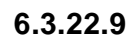
- 6.3.22.4** The shooting boundaries of stations 1 to 7 are 40.3 m +/-0.1 m from the face of each house. For station 8 the shooting boundary is determined by the crossing point between a straight line running from station 4 to station 8 and the target crossing point. Suitable markers must be placed on the target flight path, at points 40.3 m +/- 0.1 m from both the high house and the low house, to indicate the shooting boundaries. Similar markers must be placed at 65 m and 67 m to indicate the distance of a regular target.
- 6.3.22.5** A safety shield must be installed at the opening of each trap house so that the trap operator is not visible to a shooter on any station. This precaution is mandatory as a safety measure to protect the operator from possible injury from direct or ricocheting shot, and the shooters from broken targets emerging from the opening of the trap-house. A wire, rope or other suitable barrier is to be erected 7 m to 10 m behind Station 4 and parallel to the base chord. No spectators are allowed within this barrier. The Referee and Jury Members are responsible for enforcing this Rule.
- 6.3.22.6** The traps must be released by an electric-manual or electric-microphone system (see note below) with a timer device which must be installed so as to allow the operator to see and hear the competitors. For all ISSF Championships the use of a timer is mandatory. This must provide for the release of the targets within an indefinite period of time, varying from instant release up to a maximum of three (3) seconds after the shooter has called for his target. The release device must be designed so that only one (1) button (or switch) can be used to release double targets.
- Note: If an electro-microphone system is to be used, it must be so constructed as to randomly insert a delay varying from 0.2 to 3.0 seconds.
- 6.3.22.7** A colored lamp must be fitted to the outside of both high and low houses. The lamps must light immediately when the Puller presses the release and extinguish when the target(s) are thrown. The lamps must be clearly visible to the referee. The lamp must be installed on the side of the skeet house which faces the spectator area at a height of 2.2 m – 2.8 m on the high house and 1.6 m – 2.0 m on the low house.



6.3.22.8

Skeet Range Layout

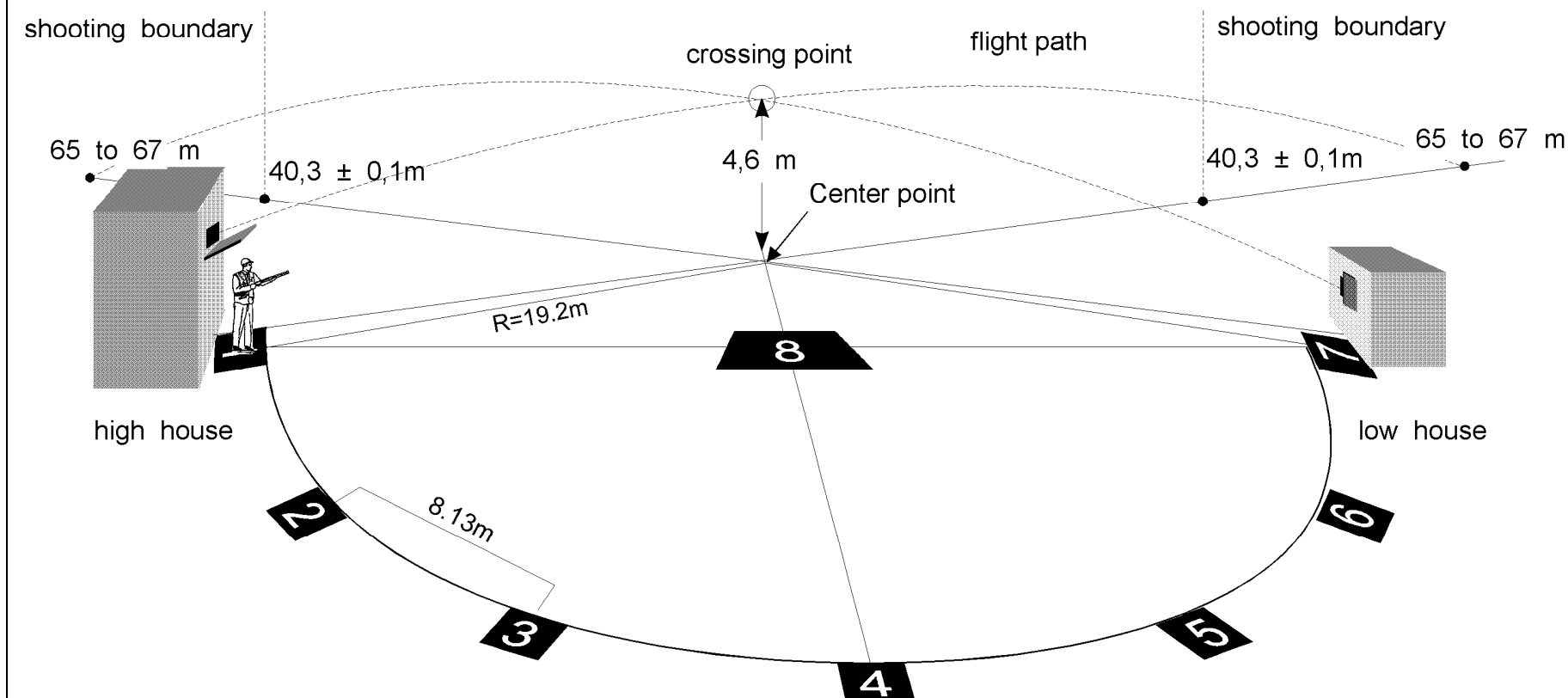




Skeet Range View

The target crossing point base is 4,6 m above the center point of the circle. A regular target must pass through a ring, $0,90 \pm 0,05$ m in diameter, with the center of the ring at the target crossing point.

(All measurements in meter)





6.4.0 COMPETITION OFFICIALS

6.4.1 At ISSF Championships, juries must be formed in accordance with ISSF General Regulations Articles 3.4.5 to 3.4.7 to advise, assist and supervise the competition officials appointed by the Organizing Committee.

USA See USA Shooting General Regulation 2.6.4. At USA Shooting sanctioned competitions a jury of at least three members will be appointed by the competition organization committee, when needed and in accordance with GR 2.6.4.

6.4.1A

6.4.1.1 The Range Officers are responsible for the actual conduct of the competition while the Jury acts in an advisory and supervisory capacity. They must cooperate fully together. The Range Officers and Jury are responsible to the Organizing Committee and to the ISSF, respectively, for the conduct of the competitions in accordance with ISSF Regulations and Rules.

6.4.1.2 All Range Officers and Members of the Jury must be familiar with the ISSF Rules and they must ensure that these Rules are enforced in a fair and equitable manner during the competitions.

USA At USA Shooting sanctioned competitions, all range officers and jury members must be familiar with the USA Shooting Rules and must ensure that these Rules are enforced in a fair and equitable manner during the competitions.

6.4.1.2A

6.4.1.3 Members of the Jury have the right to make individual decisions during the competitions, but should confer with other Jury Members and Range Officers when any doubt exists. If a Team Official or Shooter does not agree with a decision of an individual Jury Member, a decision of the majority of the Jury may be sought by making an official protest.

6.4.1.4 When an official protest is made it must be decided by a majority of the Jury. When a team official or shooter does not agree with such a Jury decision, he may appeal that decision to the Jury of Appeal. Decisions of the Jury of Appeal are final in all ISSF Championships. Decisions by the Classification Jury on the value or the number of shots on a target are final and may not be appealed.

6.4.2 Duties and Functions of the Jury

6.4.2.1 Before the beginning of the competition, each discipline Jury must examine the shooting ranges and check the organizational arrangements and organization of operating personnel, etc., to ensure that they conform to ISSF Rules. This is independent of an earlier check by the Technical Delegate.

6.4.2.2 When electronic scoring targets are used, targets must be checked for functioning and accuracy by the Technical Delegate (this may be delegated by the TD to the appropriate Jury).



6.4.2.3 The Juries must supervise the examination of the guns, equipment, and accessories, and continuously observe the shooting positions of the shooters.

6.4.2.4 The Juries have the right to examine the guns, equipment, positions, etc., of the shooters at any time, even during the competitions. During the competition, their approach should not be made while the shooter is firing a shot (or series of shots in timed fire events). Immediate action must, however be taken when a matter of safety is involved.

USA

6.4.2.4A At USA Shooting sanctioned competitions the competition staff may accomplish these tasks.

6.4.2.5 The Jury must supervise target distribution, the allocation of firing points and shooting time schedules.

USA

6.4.2.5A See GR2.6.4 and GR2.6.5

6.4.2.6 The Jury must deal with any protest(s) which have been submitted to the Organizing Committee in accordance with the ISSF Regulations and Rules. After consultation with the Range Officers and others directly concerned the Jury shall rule on the protest(s).

6.4.2.7 A majority of the Jury must always be present on the range during a competition so that, if necessary, a Jury meeting can be called and decisions made immediately. The Chairman of the Jury must ensure the presence of sufficient members of the Jury at all times including during Official and Pre-Event Training.

6.4.3 The Jury must decide all cases which are not provided for in the ISSF Regulations and Rules. Such decisions must be made within the spirit and intent of the ISSF Regulations and Rules. Any such decisions must be put into writing and sent to the ISSF Secretariat so that necessary rules may be clarified or changed.

USA

6.4.3A At USA Shooting sanctioned competitions the jury will send reports to Competitions Manager, USA Shooting.

6.4.4 Shooters and Team Officials must not be members of a Jury. Jury Members must not advise or assist shooters beyond the scope of the ISSF Rules at any time during the competition.

USA

6.4.4A For USA Shooting sanctioned competitions see GR 2.6.4.

6.5.0 PRE-MATCH ADMINISTRATION

(Firing Point Allocation and Elimination Matches)



- USA**
6.5.0A On ranges where relatively equal conditions are not available on the entire range, or in selection matches where leading shooters must be given conditions as equal as possible, firing points may be allocated by seeding them according to scores in qualifying competition or previous results in the same competition.
- 6.5.1** Team officials must submit final entries with the names of the shooters for individual and/or team events to the Organizing Committee at least 30 days in advance of the championships. The first and second substitute must be registered with the organizing Committee at least two (2) days before the start of the event (see ISSF General Regulations Article 3.7.6.3).
- USA**
6.5.1A At USA Shooting sanctioned competitions, final entries must be completed prior to the start of the event.
- 6.5.2** Shooters and Team Officials must be informed of the exact shooting time schedules and allocated firing points no later than 18:00 hours on the day preceding the competition. This rule also applies for training (for shotgun see 9.7.1.1).
- USA**
6.5.2A At USA Shooting sanctioned competitions, squadding may be posted at the range in time for the arrival of the competitors.
- 6.5.3** If it should become necessary to change the shooting schedule, the shooters must be informed no later than 18:00 hours on the day preceding the competition or the training. This rule also applies in case of Elimination stages (for shotgun see 9.7.1.2 and 9.7.1.3).
- 6.5.4** If a shooter has fired his first sighting shot in the competition and must withdraw, he may not be replaced. This rule also applies for competitions composed of several parts or carried out over several days.



6.5.5 Basic principles for firing point allocation

6.5.5.1 Individual shooters and teams (nations) should be able to shoot under conditions that are as near to equal as possible.

6.5.5.1.1 Shooters from the same nation should not be allocated adjacent firing position.

6.5.5.1.2 Shooters from the same nation should be split as equitably as possible between relays.

6.5.5.2 The random allocation of shooters to firing points and relays may be done either by the drawing of the lots or with a computer program suited to this purpose, under supervision of the Technical Delegate(s).

6.5.5.2.1 If more than one relay is used in team competitions, then team members must be distributed equitably between the relays.

6.5.6 In the Shotgun events the random selection of ranges and the division of the rounds may be done either by the drawing of lots or with a computer program suited for the purpose under the supervision of the Technical Delegate(s) (see also 9.7.4.3).

6.5.7 Training

6.5.7.1 Official Training

Official Training must be provided the day following the official arrival day and before the beginning of the competitions (see Article 3.7.10 of the ISSF General Regulations and Annex "C" for ISSF World Cups).

6.5.7.2 Pre-Event Training

For Rifle, Pistol and Running Target the range must be available; a minimum of one (1) hour for a short training period on the day before the event. This is in addition to the official training day(s) in the program (for the Shotgun see 9.6.2.1).

USA

6.5.7.2A

At USA Shooting sanctioned matches, the range should be available if possible the day before the event and training provided as possible.

6.5.7.3 Unofficial Training

In addition to the Official Training provided for in the General Regulations before the beginning of the competitions (see Article 3.7.10 of the ISSF General Regulations), shooters should be given the opportunity to train during the competitions, insofar as this is possible from the organizational point of view.

6.5.7.4

A specially designated function firing range, without targets, must be provided for shooters to test guns during competition days.



USA
6.5.7.4A

At USA Shooting sanctioned competitions the function firing range is optional based on availability of a facility.



6.6.0 EQUIPMENT CONTROL

See also Guidelines for Uniform Equipment Control for Rifle, Pistol and Running Target (available from the ISSF Headquarters).

6.6.1 The Organizing Committee must provide a complete set of gauges and instruments for equipment control before and during ISSF Championships.

USA
6.6.1A At USA Shooting sanctioned competitions equipment control examinations are not mandatory. The competition director may determine the equipment control procedures based on available time and equipment measuring gauges. Equipment may be spot checked.

6.6.2 Prior to the competition each shooter's gun and other equipment must be examined by the Equipment Control Section to ensure that it conforms to ISSF Rules. The shooter is responsible for presenting all guns and equipment, including any questionable equipment and/or accessories for official inspection and approval before use.

6.6.3 The Organizing Committee must inform team officials and shooters, in sufficient time prior to the competition, where and when they may have their equipment inspected.

6.6.4 The Equipment Control Section will be assisted and supervised by a Jury Member(s).

6.6.5 The Equipment Control Section must register the name of the shooter, the make (manufacturer), serial number, and caliber of each gun approved on an Equipment Control Sheet.

6.6.6 All approved equipment must be marked with a seal or sticker and the approval must also be recorded on the Equipment Control Sheet.

6.6.7 After equipment has been approved, it must not be altered at any time prior to or during the competition in any way that would conflict with the ISSF Rules.

6.6.8 If there are any doubts regarding an alteration, the equipment must be returned to Equipment Control for reinspection and approval.

6.6.9 Approval of any equipment is valid only for the competition for which the inspection was made.

6.7.0 SCORING PROCEDURES

6.7.1 The Classification Office must publish Preliminary scores on the Main Scoreboard as soon as possible after each relay and stage and completion of each event.

6.7.2 The Official Results Booklet lists must contain the following:

6.7.2.1 a list of contents;

6.7.2.2 a Results Certification Page (to be signed by the Technical Delegate(s) and all Jury Chairmen);



- 6.7.2.3** a list of Competition Officials;
- 6.7.2.4** a list of Entries by Nations and events;
- 6.7.2.5** the Competition Schedule;
- 6.7.2.6** a list of Medalists by name;
- 6.7.2.7** a list of Medals by Nations by number;
- 6.7.2.8** a list of New and Equaled Records;
- 6.7.2.9** the Final Results in the standard ISSF order of events (men – rifle 10 m, 50 m and 300 m, pistol 10 m, 50 m and 25 m, shotgun trap, double trap and skeet, running target 10 m and 50 m; women – same order; junior men – same order; junior female – same order).
- 6.7.2.9.1** These lists must contain the full names as used in the ISSF ID Numbers (family name (capital letters), full first name (first letter capital-rest small letters)), Bib numbers and the Nation (official IOC code) of each shooter.
- 6.7.2.9.2** The following abbreviations must be used in the result list when appropriate:
- | | |
|------|------------------------------|
| DNF | Did not Finish |
| DNS | Did not Start |
| DSQ | Disqualified |
| NOE | Not Officially Entered |
| WR | New World Record |
| EWR | Equaled World Record |
| FWR | New Final World Record |
| EFWR | Equaled Final World Record |
| WRJ | New World Record Junior |
| EWRJ | Equaled World Record Junior |
| OR | New Olympic Record |
| EOR | Equaled Olympic Record |
| FOR | New Final Olympic Record |
| EFOR | Equaled Final Olympic Record |
- 6.7.3** One (1) copy of the official result lists of each event must be sent to the ISSF Secretariat via Fax or Email immediately after it has been verified, but not later than the end of the competition day.
- USA**
- 6.7.3A** Rule 6.7.3 does not apply at USA Shooting sanctioned competitions.
- 6.7.4** Three (3) copies of the complete official result lists must be sent to the ISSF Secretariat immediately upon conclusion, at the latest within three (3) days after the completion of the events.



USA
6.7.4A Within 30 days of completion of USA Shooting sanctioned competitions, the Match Director will send fees and scores to the Competitions Manager, USA Shooting.

6.7.5 Classification Office

The Organizing Committee must establish an office for testing, stamping, numbering and preparing targets before the competitions, for scoring and controlling targets during competitions and for recording and producing results lists after competitions. The office must be under the supervision of the Chief Classification Officer, with the necessary Assistants.

6.7.6 The **Classification Jury** must supervise the scoring and all work done in the Classification Office and on the 25 m target line. It directs how any questionable shots shall be scored, determines their value, and resolves any questions or scoring protests. The official final results list must be verified and signed by a Member of the Classification Jury to confirm its accuracy.

6.7.6.1 When **Electronic Scoring Targets** are used many of the functions are undertaken by these machines, however the Classification Jury must resolve any queries/protests relating to scoring and they must also conduct the independent check of the top results (**6.7.13**).

6.7.7 At ISSF Championships the targets of the following events must be scored in the Classification Office:

6.7.7.1 all Rifle events at 10 m, 50 m and 300 m (paper targets only);

6.7.7.2 all Pistol events at 10 m and 50 m (paper targets only);

6.7.7.3 all Running Target events at 10 m and 50 m (paper targets only);

6.7.7.4 all results in those events or stages which are scored at the shooting range are considered preliminary results.

6.7.8 All targets for events to be scored in the Classification Office must be transported in a locked container from the target line to the Classification Office under suitable security.

6.7.9 Competition targets for events which are scored in the Classification Office must be numbered and must agree with the scorecard. The Classification Office is responsible for the correct numbering of the targets and must verify the targets prior to every event before they are released to the Chief Range Officer or other range officials.

USA
6.7.9A At USA Shooting sanctioned competitions the targets may be used as the scorecard.

6.7.10 The Chief Range Officer and the Chief of the Classification Office are responsible for the quick delivery of targets to the Classification Office for scoring immediately after they have been fired, so that there will be no delay in the completion of the results list.



- 6.7.11** In the Classification Office, the following scoring procedures must be checked by a second official:
- 6.7.11.1** determining the value of individual shot;
 - 6.7.11.2** adding shot values or points to be deducted;
 - 6.7.11.3** entries on the main scoreboard;
 - 6.7.11.4** adding the individual series and overall total.
- 6.7.12** Each official must certify his or her work by initialing the target, score card or results list.
- 6.7.13** The USA Shooting Competitions Manager will designate certain competitions that require a classification jury to recheck target scoring. The appropriate number of targets to be checked will be determined by the jury chairman.
- 6.7.14** **Value of Shots:**
- All bullet holes are scored according to the highest value of the target scoring zone or ring that is touched by that bullet hole. If any part of a scoring ring (demarcation line between the scoring zones) is touched by the bullet, the shot must be scored the higher value of the two scoring zones. Such a hit is determined by whether the bullet hole or a plug gauge inserted in the hole touches any part of the outside edge of the scoring ring.
- 6.7.14.1** An exception to this Rule is the scoring of inner tens on the air rifle target (see 6.3.2.3).
- USA**
- 6.7.14.1A** **Another exception to this Rule is the scoring of tens and inner tens on the 50 foot rifle target (see Rule USA 6.3.2.2C).**
- 6.7.14.2** Shots in dispute must be determined as to value by means of a gauge or other device which has been approved by the ISSF Technical Delegate for accuracy. Gauges must always be inserted into the shot hole with the target in the horizontal position.
- USA**
- 6.7.14.2A** Gauges certified by USA Shooting may be used in USA Shooting sanctioned competitions.
- 6.7.14.3** When the accurate use of the plug gauge is made difficult by the close proximity of another bullet hole, the shot value must be determined by means of an engraved gauge of some flat, transparent material, to aid in reconstructing the position of a scoring ring or number of bullet holes which may overlap.
- 6.7.14.4** If two scoring officials do not agree on the value of a shot, a decision from the Jury must be requested immediately.
- USA**
- 6.7.14.4A** In USA Shooting sanctioned competitions, a third qualified scorer or scoring supervisor or jury member may resolve the question of shot value.



6.7.14.5 The plug gauge may be inserted only once in any bullet hole and only by a Jury Member. For this reason the use of a gauge must be marked on the target by the scoring officials, together with their initials, and showing the result.

6.7.14.6 Hits outside the scoring rings of the shooter's own target are scored as misses.

6.7.14.7 Decisions by the Classification Jury on value or number of shots on a target are final and may not be appealed.

6.7.15 Gauges for paper targets

USA Close Groups

6.7.15A Courses of fire that require multiple shots on a bullseye will occasionally have groups of three or more shots that contain more shots than can be seen. When that happens and there is no evidence that missing shots went elsewhere, the shooter will be given the benefit of the doubt and credited with the missing shots. If the missing shots could be in either of two scoring rings, the shooter will be credited with the higher value.

USA In USA Shooting sanctioned competitions, shots that have been plugged will be marked with a plus(+) and the score if the shot is scored as the higher value, and a minus(-) and the score if the shot is scored as the lower value. Both scorers will mark and initial the plugged shot and if a third opinion is required, that person will also mark and initial the shot.

6.7.15B For scoring doubtful shot holes, plug gauges of the following dimensions must be used:

6.7.15.1 25 m Center Fire Pistol

Measuring edge diameter:	9.65 mm (+ 0.05/-0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	According to caliber being scored
Spindle length:	10 mm to 15 mm
To be used for:	Center Fire Pistol Events



6.7.15.2 300 m Rifle

Measuring edge diameter:	8.00 mm (+ 0.05/- 0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	According to caliber being scored
Spindle length:	10 mm to 15 mm
To be used for:	300 m Rifle events

6.7.15.3 Smallbore Rifle and Pistol 5.6 mm (.22")

Measuring edge diameter:	5.60 mm (+ 0.05/-0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	5.00 mm - 5.20 mm
Spindle length:	10 mm to 15 mm
To be used for:	All events using 5.6 mm ammunition

USA

6.7.15.3A

50 Foot Rifle Target Outward Scoring Gauge

Measuring edge diameter:	9.03mm+0.00/-0.05mm
Edge Thickness:	0.50mm approximately
Spindle Diameter:	5.25mm to 5.30mm
Spindle Length:	10mm to 15mm

May be used for scoring the 50 Foot Rifle Target rings 6 thru 10.

6.7.15.4 4.5 mm INWARD Gauges

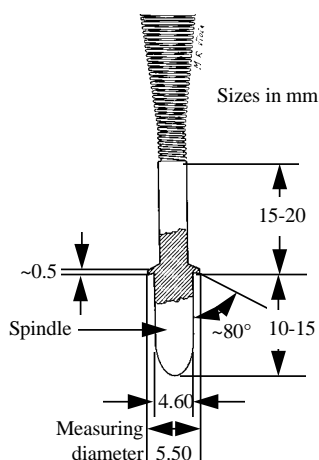
Measuring edge diameter:	4.50 mm (+ 0.05/-0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	Measuring edge diameter minus 0.02 mm (4.48 mm)
Spindle length:	10 mm to 15 mm
To be used for:	Measuring Inner Tens in 10 m Rifle and Pistol Events. Measuring the 1 and 2 rings of Air Rifle and 10 m Running Targets. Measuring the 1 Ring of Air Pistol Targets.



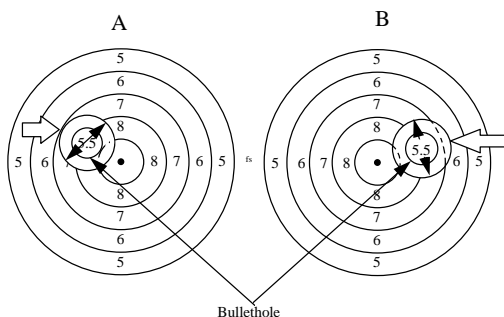
6.7.15.5 4.5 mm OUTWARD Gauge for 10 m Air Rifle and 10 m Running Target

Measuring edge diameter:	5.50 mm (+ 0.00/- 0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	10 m Air Rifle and 10 m Running Target, rings 3 to 10. Also the Running Target Inner Ten.

6.7.15.5.1 Air Rifle OUTWARD scoring gauge



6.7.15.5.2 Use of the Air Rifle OUTWARD scoring gauge



The "A" illustration depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying within the 7 ring; therefore the shot is scored a 9.

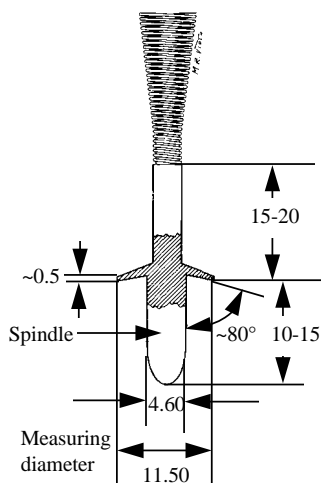
The "B" illustration depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying over the 7 ring and into the 6 zone; therefore the shot is an 8.



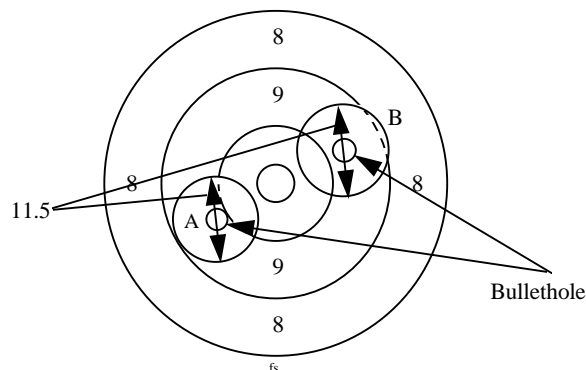
6.7.15.6 4.5 mm OUTWARD Gauge for 10 m Air Pistol

Measuring edge diameter:	11.50 mm (+ 0.00/- 0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	10 m Air Pistol, rings 2 to 10.

6.7.15.6.1 Air Pistol OUTWARD scoring gauge



6.7.15.6.2 Use of the Air Pistol OUTWARD scoring gauge



The "A" illustration depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is within the 9 ring; therefore the shot is scored a 10.

The "B" illustration depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is lying over the 9 ring line and into the 8 zone; therefore the shot is scored a 9.



6.7.15.7 Skid Gauge

The Skid Gauge is a flat, transparent plastic plate with two parallel lines engraved on one side.

6.7.15.7.1 For 25 m Center Fire Pistol (9.65 mm) the lines are 11.00 mm (+0.05 mm-0.00 mm) apart measured between the inside edges.

6.7.15.7.2 For Small Bore Competitions (5.6 mm) the lines are 7.00 mm (+0.05 mm - 0.00 mm) apart measured between the inside edges. (To be used for 25 m 5.6 mm pistol events).

6.7.15.8 All gauges and instruments that are used at ISSF Championships must be examined and approved by the ISSF Technical Delegate prior to the competition.

6.7.15.9 Skid Shots (ricochets) in Running Target events are to be scored as misses.

6.7.16 Results must be recorded:

6.7.16.1 by the Register Keeper, on a score card which must have spaces for the name, nation, bib (start) number of the shooter, number of the relay, range and firing point, the sighting shots, and competition scores. There must be room for entering other necessary details such as malfunctions, extensions of time, warnings, penalties, irregularities, etc;

6.7.16.2 by the Classification Office in the master register and on the main scoreboard;

6.7.16.3 for the benefit of the spectators, the score must be marked by the Register Keeper on a small scoreboard located behind the shooter.

6.8.0 PROTOCOL: AWARDS AND RECORDS

6.8.1 World Records and Final World Records may be established in Olympic Games, World Championships, World Cups, Continental Championships and Continental Games which had been conducted according to the ISSF General Regulations Article 3.10.

6.8.2 World Records in individual events may be established in Elimination as well as in Qualification and Finals competitions.

6.8.2.1 If exceptionally the Finals are conducted in indoor ranges at 25 m and 50 m Final World Records may be established.

6.8.3 An accurate report on newly established World or Olympic Records must be prepared by the ISSF Technical Delegate(s) at the championship. The report must confirm that the Regulations and Rules of the ISSF and the competition program were followed (see Article 3.12.3.6 Annex "R" to ISSF General Regulations).

6.8.4 World Records for women may be established in programmed women's events. World records for men may be established in programmed men's events.



- 6.8.5** Junior World Records, male and female, may be established in programmed men's or women's events or special Junior events in ISSF supervised Championships. These Junior events will be recognized if a minimum of 10 shooters participate in the individual category and three (3) teams participate in the team category (see Article 3.10.2 of the ISSF General Regulations).
- 6.8.6** World Records will be recognized in individual events if a minimum of 15 shooters participate, and in team events if a minimum of five (5) teams participate (see ISSF General Regulations Article 3.10.3).
- 6.8.7 Titles and Medals**
- 6.8.7.1** In the Olympic Games all titles and medals are awarded for individual competition only in accordance with IOC Rules. The Olympic shooting events are listed in the ISSF General Regulations Article 3.3.2.
- 6.8.7.2** In World Championships, the ISSF awards titles and medals for the programmed events based on the final official results in accordance with ISSF General Regulations Article 3.9.2. The World Championship shooting events are listed in the ISSF General Regulations Article 3.3.3.
- 6.8.7.3** World Championship individual titles and medals will only be awarded if a minimum of 15 shooters participate in men's and women's events and 10 shooters in junior's events. World Championship Team titles and medals will only be awarded if a minimum of five (5) teams participate in men's and women's events and three (3) teams in junior's events. If these minimums are not reached, the event will be declared an "International Championship" of the nation which organized the competitions.
- 6.8.7.4** Medals and awards must be given immediately after the Finals or after the protest time with sufficient time for the athletes to change into suitable clothing (not shooting clothing).
- 6.9.0 MEDIA RELATIONS**
- 6.9.1** Suitable facilities, assistance and co-operation must be provided for the press, radio, and television personnel, to ensure publicity. During competitions, however, the competitors must not be disturbed by photography and/or interviews.
- 6.9.2** The Classification Office must publish the correct Final Results lists as soon as possible after completion of each event. These must contain the full family name, full first name (without abbreviations), start number and the Nation of each shooter (see Rule 6.7.2.9). These results must be made available to the news media.



- 6.9.3** All shooters must be provided with a Bib (Start) Number for use on the back of the outer garment above the waistline during the full time of the competition. The Bib (Start) must display the allocated number, family name, initials and the nation of the shooter. The IOC abbreviation of the nation must be used. The minimum height of the letters should be as big as possible but should not be less than 20 mm (for Shotgun see also 9.9.4.2).
- USA**
6.9.3A **In USA Shooting sanctioned competitions, start numbers (bibs) are not mandatory. If start numbers (bibs) are provided for the event, they must be worn as issued, with no modifications. The bib must be worn on the back with the entire bib above the waist. Organizing committees are encouraged to use them if at all possible, particularly in finals. The nation and the name of the shooter are not required.**
- 6.9.4** Progressive, preliminary, and final scores must be displayed on large scoreboards, to keep the shooters, spectators and the news media informed at all times. These scoreboards must be located near the competition ranges, but at a suitable distance to avoid disturbing the shooters.
- 6.9.5** A permanent scoreboard must display all the results in as large a format as possible so that spectators and athletes can see them easily.



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

SHOTGUN RULES

FOR

**TRAP
AUTOMATIC TRAP
DOUBLE TRAP
SKEET**

Edition 2005 (First Printing, 09/2004)

Effective 1st January 2005.



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



- 9.1.0 GENERAL**
- 9.1.1** These Rules are part of the Technical Rules of the ISSF and apply to all Shotgun events.
- 9.1.2** All shooters, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each shooter to comply with the rules.
- USA 9.1.2A** All shooters, team leaders and officials must also be familiar with all USA Shooting rules and must ensure that these rules are enforced.
- 9.1.3** When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.
- 9.1.4** Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.
- 9.2.0 SAFETY**
- 9.2.0.1 SAFETY IS OF PARAMOUNT IMPORTANCE.**
- 9.2.1 SAFETY REGULATIONS**
- 9.2.1.1** ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF supervised competitions. The safety of a shooting range depends to a large extent on local conditions, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee bears the responsibility for safety. Team officials and shooters must be advised of any special regulations.
- USA 9.2.1A** In USA Shooting competitions, the organizing committee may be as large as needed or as few as one member. The competition director is responsible for enforcing safety rules and standards.
- USA 9.2.1B** Each shooter is responsible for following all safety and gun handling rules and all standard safe gun handling procedures.



- 9.2.1.2** The safety of shooters, range personnel and spectators requires continued and careful attention to gun handling and caution in moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility jackets. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and team officials to assist in such enforcement.
- 9.2.1.3** In the interest of safety, a Jury Member or a range official may stop the shooting at any time. Shooters and team officials are obliged to notify them immediately of any situation that may be dangerous, or which may cause an accident.
- 9.2.1.4** No one except a Referee, Chief Range Officer, or Jury Member may handle a shooter's equipment, including the shotgun, without the shooter's permission, and then only in their presence and with their knowledge.
- 9.2.1.5** The Referee and the Assistant Referees, under the Jury's control, are responsible during a round for the application of the safety rules and the correct conduct of each of the rounds.
- 9.2.2** **SHOTGUN SAFETY**
- 9.2.2.1** **Carrying Guns**
- 9.2.2.1.1** To ensure safety, all shotguns even when empty must be handled with maximum care at all times:
- 9.2.2.1.2** conventional double barrel guns must be carried empty with the breech visibly open;
- 9.2.2.1.3** semi-automatic guns must be carried empty with the breech bolt visibly open and the muzzle pointed in a safe direction, up to the sky or down towards the ground only.
- 9.2.2.2** **Guns not in Use**
- 9.2.2.2.1** Shotguns not in use must be placed in a gun stand, locked gun case, armory or other secure place.
- 9.2.2.3** **Loading**
- 9.2.2.3.1** All shotguns must be kept unloaded except on the shooting Station and only then after the command or signal "**START**" has been given.
- 9.2.2.3.2** Cartridges must not be placed in any part of the gun until the shooter is standing on the shooting Station, facing the traps with the gun pointed towards the target flight area, and after the Referee has given permission.



9.2.2.4 Gun Handling

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

9.2.2.4.2 After the last shot and before placing the gun in a rack, armory etc. the shooter must ascertain and the Referee must verify before leaving the shooting Station, that there are no cartridges or cartridge cases in the chamber and/or magazine.

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

9.2.3 AIMING

9.2.3.1 Aiming Exercises

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

9.2.3.2 Aiming Prohibited

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

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

9.2.3.2.3 Aiming in any area other than that specified in Rule 9.2.3.1.1 is prohibited.

9.2.4 “RELEASE” TRIGGERS

9.2.4.1 Any competitor intending to use a gun fitted with any type of release trigger mechanism must:

USA
9.2.4.1A **In USA Shooting sanctioned competitions, release triggers will be allowed. Any competitor intending to use a gun with any type of release trigger must:**

**Inform the entry office;
Inform the referee prior to the start of each and every round;
Remind the referee before handing a loaded gun over for examination;**

Any competitor using any type of release trigger can not compete in any finals rounds and can not make the National Team, National Development Team or any USA Shooting Team.



- 9.2.4.1.1** inform the entries office of the Organizing Committee;
- 9.2.4.1.2** inform the Referee prior to the start of each round;
- 9.2.4.1.3** remind the Referee that the gun is fitted with this type of action before handing over a loaded gun for examination;
- 9.2.4.1.4** if so required by the Jury have a visible “sticker” on the receiver of the gun which denotes a release trigger.
- 9.2.5** **SHOOTING**
- 9.2.5.1** Shots may be fired only when it is the shooter's turn and the target has been thrown.



9.2.5.2 Test Firing

9.2.5.2.1 By permission of the Referee, test firing of guns (a maximum of two (2) shots) is permitted for each shooter on each day of competition immediately prior to the start of his first round of the day.

9.2.5.2.2 Test firing of guns is also permitted for each shooter prior to the start of the Finals or any shoot offs before or after the Finals.

9.2.5.2.3 Test fired shots must not be fired into the ground within the shooting areas.

9.2.5.3 Test Firing After Gun Repair

9.2.5.3.1 Test firing of a shotgun after a gun repair must be arranged with the Referee or the Chief Range Officer.

9.2.6 “STOP” COMMAND

9.2.6.1 When the command or signal to “**STOP**” is given, shooting must stop immediately. All shooters must unload their shotguns and make them safe.

9.2.6.2 No gun may then be closed until the order to continue has been given.

9.2.6.3 Shooting may only be resumed at the appropriate command or signal.

9.2.6.4 Any shooter who handles a closed gun after the “**STOP**” command has been given, without the permission of the Referee, may be disqualified.

9.2.7 OTHER COMMANDS

9.2.7.1 All commands at ISSF supervised competitions must be given in the English language.

9.2.7.2 The Referees or other appropriate range officials are responsible for giving the commands “**START**”, “**STOP**” and other necessary commands. The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

9.2.8 EAR PROTECTION

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



9.2.9 EYE PROTECTION

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

9.3.0 RANGE AND TARGET STANDARDS

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

9.4.0 GUNS, EQUIPMENT AND AMMUNITION

9.4.1 GENERAL

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

9.4.1.2 Equipment Control

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

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

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

9.4.2 GUNS

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

9.4.2.2 Slings

9.4.2.2.1 Slings or straps on guns are prohibited.

9.4.2.3 Magazine Guns

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

9.4.2.4 Changing Guns

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

9.4.2.5 Compensators



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

9.4.2.6 Ported Barrels

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

9.4.2.7 Optical Sights

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

9.4.3 AMMUNITION

9.4.3.1 Cartridge Specifications

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

9.4.3.1.1.1 case length after firing must not exceed 70 mm;

9.4.3.1.1.2 shot charge must not exceed 24.5 g;

9.4.3.1.1.3 Pellets must be spherical in shape;

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

9.4.3.1.1.5 Pellets must not exceed 2.6 mm in diameter;

9.4.3.1.1.6 Pellets may be plated;

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

USA At USA Shooting sanctioned competitions, Match Directors may allow up to 1 – 1/8 oz. loads if it is stated in their program.
9.4.3A No national records may be set if 1 1/8 oz loads are used.

9.4.3.2 Dispersion Effect Changes

9.4.3.2.1 No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

9.4.3.3 Cartridge Inspection

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



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

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

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

9.5.0 COMPETITION OFFICIALS

9.5.1 GENERAL

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

9.5.2 JURY

9.5.2.1 Before the competition starts

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

9.5.2.1.1.1 the ranges;

9.5.2.1.1.2 the targets are correctly set;

9.5.2.1.1.3 the organization of the competition.

9.5.2.2 During the competition

9.5.2.2.1 The function of the Jury is to:

9.5.2.2.1.1 supervise the competition;

9.5.2.2.1.2 advise and assist the Organizing Committee;

9.5.2.2.1.3 ensure the correct application of the shooting regulations;

9.5.2.2.1.4 Check competitors' gun, ammunition and equipment;

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

9.5.2.2.1.6 deal with protests that are properly submitted;



- 9.5.2.2.1.7** enforce the “Sponsorship and Advertising”, “Commercial Markings on Shooter’s Clothing and Equipment” and “Special rules for Commercial Markings used on Shooter’s Clothing and Equipment” rules (see Sections 4.2.0, 4.3.0 and 4.4.0);
- 9.5.2.2.1.8** make decisions regarding penalties;
- 9.5.2.2.1.9** implement sanctions where appropriate;
- 9.5.2.2.1.10** make decisions in any and all cases which are not provided for in the Rules, or are against the spirit of these Rules.
- USA**
9.5.2.3 In USA Shooting sanctioned events, a minimum of one person should be named to fulfill the following positions. The organizing committee may appoint more individuals as it deems necessary.
- 9.5.3** **CHIEF RANGE OFFICER**
- 9.5.3.1** The Chief Range Officer is appointed by the Organizing Committee. He should normally hold a valid ISSF Shotgun Referees or Judges License. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns and range equipment. He is responsible for all technical and logistic issues with regard to preparation and proper conduct of a competition.
- 9.5.3.1.1** The Chief Range Officer performs all of the duties listed in **Rule 9.5.3.2** in close co-operation with the Technical Delegate, Jury, and Organizing Committee, Chief of Referees, the Classification Office and other staff members.
- 9.5.3.2** The duties of the Chief Range Officer, in general, are as follows:
- 9.5.3.2.1** to give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF Technical Rules, relevant to the Shotgun championships events;
- 9.5.3.2.2** to give direction and supervise the preparation of auxiliary facilities such as gun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;
- 9.5.3.2.3** to give direction and supervise the preparation of clay targets for training and competition;
- 9.5.3.2.4** to provide special (“Flash”) targets filled with colored powder for the Finals rounds;
- USA**
9.5.3.2.4A In USA Shooting sanctioned events, “Flash” targets for finals are recommended but not required.



- 9.5.3.2.5** to ensure that the traps are adjusted according to the settings of the day;
- 9.5.3.2.6** to ensure that all necessary range systems are functioning properly;
- 9.5.3.2.7** to ensure that all range equipment is on each range and properly placed (large scoreboard, seats for Assistant Referees, facilities for the shooters, scorekeepers etc.);
- 9.5.3.2.8** to provide a metric scale which will weigh in decimals the shot charges and clay targets;
- 9.5.3.2.9** to provide instruments to check the dimensions of targets and shot;
- 9.5.3.2.10** to assist the Organizing Committee to prepare practice shooting schedules as well as shooting programs for the competition;
- 9.5.3.2.11** to assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;
- 9.5.3.2.12** to take decisions, with the Jury's agreement, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons;
- 9.5.3.2.13** instruct operating staff regarding the traps, release systems etc. with particular regard to safety.
- 9.5.4** **CHIEF OF REFEREES**
- 9.5.4.1** The Chief of Referees must be appointed by the Organizing Committee. He must possess a valid ISSF Shotgun Referees License or a valid ISSF Judges License and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.
- USA**
- 9.5.4.1A** It is recommended that a USA Shooting certified referee be appointed as the Chief Referee for USA Shooting sanctioned matches.
- 9.5.4.2** The duties of the Chief of Referees, in general, are as follows:
- 9.5.4.2.1** to assist the Organizing Committee in the selection and appointment of the Referees;
- 9.5.4.2.2** to supervise the Referees and Assistant Referees;
- 9.5.4.2.3** to give instruction and information to the Referees and Assistant Referees;
- 9.5.4.2.4** to prepare the schedules and assignments for the Referees;



- 9.5.4.2.5** make decisions in conjunction with the Jury, such as when and on which ranges a competitor who had to leave his squad to repair a gun malfunction or was declared “**ABSENT**” may be permitted to complete his round (see **Rules 9.8.6.3.1-9.8.6.3.5**);
- 9.5.4.2.6** keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges.
- 9.5.5** **REFEREES**
- 9.5.5.1** The Referees must be appointed by the Organizing Committee in co-operation with the Chief of Referees.
- 9.5.5.2** All Referees must possess a valid ISSF Shotgun Referees License and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition. All Referees must have their required eye test certificate (see **S.6.0** of Guidelines for Shotgun Referees Licenses).
- USA** It is recommended that USA Shooting certified referees be appointed for USA Shooting sanctioned matches.
- 9.5.5.2A**
- 9.5.5.2.1** Their main function is to make immediate decisions regarding:
- 9.5.5.2.1.1** “**HIT**” targets;
- 9.5.5.2.1.2** “**LOST**” targets (and to give a distinct audible and visual signal for all “**LOST**” targets);
- 9.5.5.2.1.3** “**NO BIRDS**”;
- 9.5.5.2.1.4** repeats;
- 9.5.5.2.1.5** irregular targets;
- 9.5.5.2.1.6** disabled guns or malfunctions;
- 9.5.5.2.1.7** other deviations from the rules.
- 9.5.5.3** If possible the Referee must call “**NO BIRD**” or give some other signal before the shooter fires. Irregular targets require an immediate and very accurate decision by the Referee.
- 9.5.5.3.1** The Referees are responsible also for the application of the safety rules and for the correct conduct of the competition on the ranges.
- 9.5.5.4** In all doubtful cases the Referee must consult the Assistant Referees before making a final decision.
- 9.5.5.5** **Warnings**



9.5.5.5.1 The Referee must give warnings of rule violations (Yellow Card) and must note such warnings on the official range score card. (see **Rules 9.13.3.4.1.1 - 9.13.3.4.1.5**)

9.5.5.6 Penalties

9.5.5.6.1 The Referee may not assess penalties or disqualifications which fall under the responsibility of the Jury.

9.5.6 APPEALS AGAINST a REFEREE'S DECISION

9.5.6.1 The Referee's decision may be appealed in matters concerning the interpretation and application of the Rules.

9.5.6.2 The Referee's decisions are final and no appeals are permitted in matters concerning "**HIT**", "**LOST**" or **IRREGULAR** targets.

9.5.7 ASSISTANT REFEREES

9.5.7.1 The Referee must be assisted by two (2) or three (3) Assistant Referees (see **Rules 9.11.3.1.1.1; 9.11.3.3.1 and 9.11.3.4**) who are usually appointed in rotation from among the shooters and preferably from those who have fired in the previous squad.

9.5.7.2 All shooters must serve in this function when designated (see **Rule 9.5.7.7.1**).

9.5.7.3 The Organizing Committee may provide substitute qualified Assistant Referees when requested by the Chief of Referees.

9.5.7.4 The Referee may accept experienced substitutes.

9.5.7.5 Duties

9.5.7.5.1 The main duties of an Assistant Referee are:

9.5.7.5.1.1 to watch each target thrown;

9.5.7.5.1.2 to observe carefully whether a target is broken before the shot is fired;

9.5.7.5.1.3 to give, immediately after a shot, a signal if he considers a target is "**LOST**";

9.5.7.5.1.4 if required, to mark the result of the Referee's decision of each shot on the official scorecard;

9.5.7.5.1.5 if asked, to advise the Referee on any other matters relating to the targets ;

9.5.7.6 Assistant Referees must be placed in such positions that they can observe the whole shooting area.



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



9.6.3 SHOOTING PROGRAMS

9.6.3.1 The program for each event is:

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

9.6.4 COMPETITION PROGRAMS

9.6.4.1 Trap, Automatic Trap and Skeet

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

9.6.4.2 Double Trap

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

USA
9.6.4.3 At USA Shooting sanctioned competitions, events may consist of any number of targets. National Records will be recognized in the 200 target events for skeet and 300 target events for trap, skeet and double trap.

USA
9.6.4.4 The organizing committee may host an event of 150 targets for women.



- USA**
9.6.4.5 After the match targets (according to the program) the six shooters with the best results may compete in a Finals round to decide the winner.
- USA**
9.6.4.6 Finals for Trap, Automatic Trap, and Skeet will be 25 targets. Finals for Men's Double Trap will be 50 targets. Finals for Women's Double trap can be 40 or 50 targets (according to the program).
- 9.6.5** **EQUITY OF COMPETITION**
- 9.6.5.1** In order to ensure fairness of competition, the Organizing Committee together with the Jury, must order the squads in such a way that each squad, during the competition, must if possible shoot:
- 9.6.5.1.1** Each range in use the same number of times;
- 9.6.5.1.2** a particular setting the same number of times.
- 9.6.6** **OTHER COMPETITION PROGRAMS**
- 9.6.6.1** If none of these programs is considered suitable for a particular competition because of a very large entry, or for any other reason, then the Organizing Committee must apply to the ISSF for approval of their suggested alternative program well in advance of the date of the competition.
- 9.7.0** **MATCH ADMINISTRATION**
- 9.7.1** **SHOOTING SCHEDULES**
- 9.7.1.1** Shooters and Team Officials must be informed of the exact start time, the squad and range schedules, and allocated positions within the squads no later than two (2) hours after the Technical Meeting on the day preceding the competition.
- 9.7.1.2** Shooters and team officials must be informed of the range schedules for training by 18:00 hours on the day before.
- 9.7.1.3** If it becomes necessary to change any of the shooting schedules for any reason, the Team Leaders must be informed immediately.
- 9.7.2** **Replacement of a Shooter**
- 9.7.2.1** If a shooter has fired a shot in the competition and must withdraw, he may not be replaced. This rule will also apply for competitions composed of several parts or carried out over several days.



9.7.3 PROGRAM INTERRUPTIONS

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

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

9.7.4 SQUADDING

9.7.4.1 Squad Composition

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

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

USA In USA Shooting sanctioned competitions, it is permissible to have less than five competitors in a squad.

9.7.4.1.2A

9.7.4.2 Auxiliary Shooters

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

USA In USA Shooting sanctioned events, auxiliary shooters ("walkers") are not required.

9.7.4.2.1A

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

9.7.4.3 Squadding Draw

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



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

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

9.7.4.4 Squad Adjustments

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

USA
9.7.4.4.1A Organizing committees may squad competitors by methods that are not random, i.e. for travel considerations.

9.7.4.5 Shooting Order

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

USA
9.7.4.5.1A In USA Shooting sanctioned competitions, the shooting order of squads and order within squads may changed in any manner dictated by the Match Director.

9.8.0 MALFUNCTIONS

9.8.1 BARREL SELECTION

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

9.8.2 PROCEDURE IN THE EVENT OF A MISFIRE OR MALFUNCTION

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

9.8.2.1.1 keep the gun pointed to the target flight area;

9.8.2.1.2 not open the gun;

9.8.2.1.3 not touch the safety catch;

9.8.2.1.4 inform the Referee if the gun has a "Release" trigger ;

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



9.8.2.1.6 answer any questions put by the Referee.

9.8.3 MALFUNCTIONS OF GUNS WITH RELEASE TRIGGER ACTIONS

9.8.3.1 In the interests of safety, the Referee must be informed by a shooter using any type of “release” trigger before the start of each of his rounds and again at any time the Referee must examine the gun, that the gun is fitted with a release type of trigger (see **Rule 9.2.4**).

9.8.4 DISABLED SHOTGUNS AND MALFUNCTIONS

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

9.8.4.2 A shotgun must be considered disabled if:

9.8.4.2.1 it cannot be fired safely;

9.8.4.2.2 it fails to eject due to a mechanical defect;

9.8.4.2.3 for any other reason that renders the gun unusable.

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

9.8.4.3.1 faulty manipulation by the shooter;

9.8.4.3.2 failure to place a cartridge in the correct chamber of the gun.

9.8.5 AMMUNITION MALFUNCTIONS

9.8.5.1 Decisions on ammunition malfunctions must be made by the Referee.

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

9.8.5.2.1 the powder charge is not ignited;

9.8.5.2.2 only the primer fires ;

9.8.5.2.3 the powder charge is omitted;

9.8.5.2.4 some components of the load remain in the barrel.

9.8.5.3 Cartridges of the wrong size are not considered defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may subject the individual to penalties for careless gun handling).



9.8.6 ACTIONS AFTER MALFUNCTIONS ARE DECLARED

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

9.8.6.2 after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time determined by the Chief of Referees.

9.8.6.3 Procedures for completing a Make up Round

9.8.6.3.1 Trap

9.8.6.3.1.1 The shooter having been allocated a time and Range having the correct scheme, must stand behind the Station to be shot and be shown all three (3) targets from that group, after which the Referee must give the command “**START**”. The shooter must then move onto the Station and shoot in the normal manner. After which he must shoot from the remaining Stations in order to complete the round.

9.8.6.3.2 Automatic Trap

9.8.6.3.2.1 The shooter having been allocated a time and Range having the correct scheme, must stand behind the Station to be shot and be shown a target, after which the Referee must give the command “**START**”. The shooter must then move onto the Station and shoot in the normal manner. After which he must shoot from the remaining Stations in order to complete the round.

9.8.6.3.3 Double Trap

9.8.6.3.3.1 The shooter having been allocated a time and Range having the correct scheme, must stand behind the Station to be shot and there be permitted to view a regular double, after which the Referee must give the command “**START**”. The shooter must then move onto the Station and shoot in the normal manner at a double. After which he must shoot from the remaining Stations in order to complete the round.



9.8.6.3.4 Skeet

9.8.6.3.4.1 The shooter having been allocated a Range and time, must stand behind the Station to be shot and there be permitted to view a regular High and Low target, after which the Referee must give the command “**START**”. The shooter must then move onto the Station and shoot in the normal manner at the required number of targets. After which he must shoot from the remaining Stations in order to complete the round.

9.8.6.3.5 Make up Round - Score Certification

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

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

9.9.0 RULES of CONDUCT – Team Officials, Coaches and Competitors

9.9.1 GENERAL

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

USA
9.9.1.1A All competitors are responsible for their actions on or off the range when entered in any USA Shooting sanctioned competition. Any activity that may place any other competitor at a disadvantage is prohibited. An individual participating in such activity may be disciplined.

9.9.2 TEAM LEADERS

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

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

9.9.2.3 Team Leaders must be thoroughly aware of the Rules and the official training and competition programs.

9.9.2.4 A Team Leader is responsible for:

9.9.2.4.1 maintaining discipline within the team;

9.9.2.4.2 all official affairs concerning the team;



- 9.9.2.4.3** ensuring that his shooters present themselves at their shooting station at the proper time with proper equipment;
- 9.9.2.4.4** completing the necessary entries with accurate information and to submit them to the appropriate officials within the designated time limits;
- 9.9.2.4.5** checking the scores of his team members;
- 9.9.2.4.6** filing any written protests on behalf of the team;
- 9.9.2.4.7** checking preliminary and official bulletins, scores and receiving official information and requests and passing them on to team members.
- 9.9.3 COACHING**
- 9.9.3.1** Coaching is not permitted in ISSF supervised competitions while the shooter is in the shooting area.
- 9.9.3.2** Coaches and other team officials are not permitted inside the shooting areas, except that the Jury may invite a team official to a seating area placed within the shooting area for a “Finals” or “shoot-off” after the Finals only.
- 9.9.3.3** If a team official wishes to speak with a team member in the shooting area, the team official must not contact the shooter directly or talk with the shooter. The team official must obtain permission from the Referee or Jury Member, who will call the shooter off the shooting area.
- 9.9.4 COMPETITORS**
- 9.9.4.1 Clothing**
- 9.9.4.1.1** It is the responsibility of the competitor to appear on the ranges dressed in a dignified manner appropriate to a public event.
- 9.9.4.1.2** Sports trousers, training (warm-up) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed.
- 9.9.4.1.3** Shorts which have the bottom of the leg not more than 15cm above the center of the knee cap are allowed.
- 9.9.4.1.4** Shirts, T-shirts and similar garments without sleeves are not permitted.
- 9.9.4.1.5** During the Award or other Ceremonies the athletes are required to present themselves in their official national uniform or national tracksuits (tops and bottoms). All team members must be dressed in the same way.



9.9.4.1.6 Eligibility

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

9.9.4.2 Bib (Start) Numbers

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

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



USA

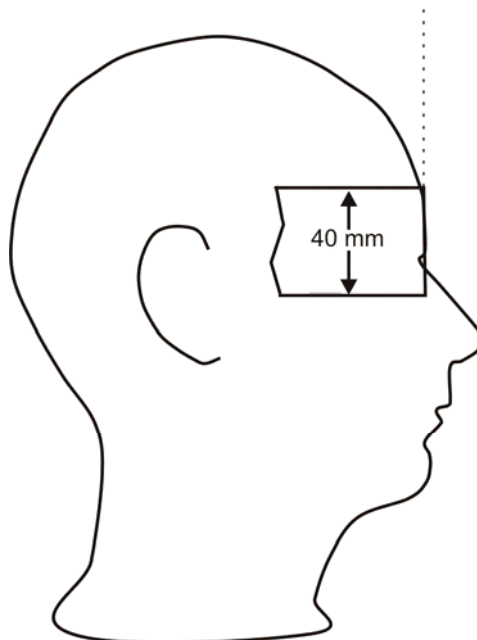
9.9.4.2.2A

In USA Shooting sanctioned competitions, start numbers (bibs) are not mandatory. If start numbers (bibs) are provided for the event, they must be worn as issued, with no modifications. The bib must be worn on the back with the entire bib above the waist. Organizing committees are encouraged to use them if at all possible, particularly in finals. The nation and name of the shooter are not required.

9.9.4.3

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

9.9.4.3.1



9.9.4.4

Ready to Shoot

9.9.4.4.1

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

9.9.4.5

Mobile Telephones

9.9.4.5.1

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

9.9.4.6

Electronic Devices



- 9.9.4.6.1** Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited within hearing of the competition area during competitions and official training.
- 9.9.4.7** **Smoking**
- 9.9.4.7.1** Smoking is prohibited on the ranges and in the official spectator area.
- 9.10.0** **TARGETS – Regular, Irregular, Broken, Hit, Lost and No Birds**
- 9.10.1** **REGULAR TARGET**
- 9.10.1.1** A regular target is one (1) whole target called by the shooter and released according to the Rules.
- 9.10.1.2** A regular double is two (2) whole targets called by the shooter and released simultaneously according to the Rules.
- 9.10.2** **IRREGULAR TARGET**
- 9.10.2.1** An irregular target is a target that is not thrown according to the Rules.
- 9.10.2.2** An irregular double occurs when:
- 9.10.2.2.1** one (1) or both of the targets are irregular;
- 9.10.2.2.2** the targets are not thrown simultaneously;
- 9.10.2.2.3** only one (1) target emerges;
- 9.10.2.2.4** either target emerges “broken”.
- 9.10.3** **“BROKEN” TARGET**
- 9.10.3.1** A “broken” target is any target which is not whole in accordance with **Rule 6.3.2.8 and 6.3.2.9**.
- 9.10.3.2** A “broken” target is a **“NO BIRD”** target and must always be repeated.
- 9.10.4** **“HIT” TARGET**
- 9.10.4.1** A target is declared as **“HIT”** when a regular target is thrown and hit according to the Rules within the shooting boundaries and at least one (1) visible piece is broken from it. A target that is only “dusted” but from which no visible piece is seen is not a **“HIT”**.
- 9.10.4.2** Where “flash” (powder filled) targets are being used, a target must also be declared as **“HIT”** when there is visible emergence of powder after a shot is fired.



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

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

9.10.5 “LOST” TARGET(S)

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

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

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

9.10.5.1.3 the shooter does not fire at a regular target for which he has called and there is no mechanical or other external reason that has prevented the shooter from firing;

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

9.10.5.1.5 the shooter is not able to fire because he has not released the “safety”, the “safety” has slipped to “safe” or has forgotten to load;

9.10.5.1.6 in the case of a semi-automatic, the shooter has failed to release the stop on the magazine;

9.10.5.1.7 after a malfunction the shooter has opened the gun or has touched the safety before the Referee has examined the gun;

9.10.5.1.8 it is the third or subsequent malfunction in the same round.

9.10.5.2 Additional Rules Applying to “Lost” Targets

9.10.5.2.1 **Trap:** see Rules 9.14.9 and 9.14.8.3

9.10.5.2.2 **Automatic Trap:** see Rules 9.15.8 and 9.15.7.3

9.10.5.2.3 **Double Trap:** see Rules 9.16.10 and 9.16.9.3

9.10.5.2.4 **Skeet:** see Rules 9.17.15 and 9.17.14.3

9.10.6 “NO BIRDS”

9.10.6.1 A **“NO BIRD”** is irrelevant to the competition and must always be repeated.

9.10.6.2 The Referee must if possible call **“NO BIRD”** before the shooter fires, but if he calls **“NO BIRD”** after the shooter fires a **“NO BIRD”** must be declared regardless of whether the targets were hit or not.

9.10.6.3 After a **“NO BIRD”** is declared the shooter may open the gun and reposition himself.

9.10.6.4 Additional Rules Applying to “NO BIRDS”



- 9.10.6.4.1** **Trap:** see Rules 9.14.7, 9.14.8.1 and 9.14.8.2
- 9.10.6.4.2** **Automatic Trap:** see Rules 9.15.6, 9.15.7.1 and 9.15.7.2
- 9.10.6.4.3** **Double Trap:** see Rules 9.16.8, 9.16.9.1 and 9.16.9.2
- 9.10.6.4.4** **Skeet:** see Rules 9.17.13, 9.17.14.1 and 9.17.14.3
- 9.11.0** **CLASSIFICATION and SCORING PROCEDURES**
- 9.11.1** **CLASSIFICATION OFFICE**
- 9.11.1.1** It is the duty of the Classification Office prior to the competition to:
- 9.11.1.1.1** prepare score cards for each squad;
- 9.11.1.1.2** ensure that the proper score card is with the correct squad on the correct range.
- 9.11.1.2** It is the duty of the Classification Office after each round to:
- 9.11.1.2.1** receive and check the totals of the targets hit and verify results;
- 9.11.1.2.2** tabulate scores;
- 9.11.1.2.3** post preliminary scores on the public bulletin board immediately;
- USA** At USA Shooting sanctioned competitions, scores should be posted as often as is deemed necessary by the Match Director.
- 9.11.1.2.3A** if any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.
- 9.11.1.3** It is the duty of the Classification Office at the conclusion of the shooting each day to:
- 9.11.1.3.1** total the official scores within the shortest possible time;
- 9.11.1.3.2** prepare an accurate preliminary results bulletin for distribution to the press, team officials, Jury and Technical Delegate(s) ;
- 9.11.1.3.3** prepare and publish an accurate final results bulletin immediately;
- 9.11.1.3.4** at the close of any applicable protest period publish, as soon as possible, the correct final results lists (These must contain the full family name, full first name, without abbreviations, start numbers and the IOC abbreviations of the shooter's Nation.).
- 9.11.1.4** It is the duty of the Classification Office on the last day of each event to send to the ISSF Secretariat by Fax or e-mail, one (1) copy of the official results of the event immediately after it has been verified.



9.11.1.5 It is the duty of the Classification Office within three (3) days after the conclusion of the competition to send to the ISSF Secretariat three (3) copies of the verified official results lists for each event.

Note: The Organizing Committee must retain the range scorecards, which show the results of every target shot at, for a minimum of 12 months after the conclusion of the competition.

USA
9.11.1.6A Scores and fees should be sent to USA Shooting from sanctioned competitions within 30 days of the match.

9.11.2 SCORING PROCEDURES

9.11.2.1 Scoring is done officially on each range for each round of 25 targets (Double Trap 25 doubles for Men or 20 doubles for Women).

9.11.2.2 In ISSF supervised competitions the individual scores must be kept on each range by two (2) separate persons, these are usually those Assistant Referees required to be side judges.

USA
9.11.2.2A One official score sheet may be used and a large score board is not required.

9.11.2.2.1 One person must maintain a permanent official scorecard.

9.11.2.2.2 The second person must maintain a manual visible scoreboard. Except that where an electronic visible scoreboard is used, it must be maintained by the Referee (see **Rules 9.11.3.1 and 9.11.3.2**).

9.11.3 VISIBLE SCOREBOARDS

9.11.3.1 Ranges with Electronic Visible Scoreboards

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

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

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

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

9.11.3.2 Electronic Visible Scoreboard Errors



- 9.11.3.2.1** If at any stage the electronic visible scoreboard should display an incorrect score, the Referee must stop the shooting and with minimum delay take whatever action is required to correct it.
- 9.11.3.2.2** If for any reason, it is not possible to correct the display, the following action will be taken:
- 9.11.3.2.2.1** the official scorecard must be examined and verified up to the point where the electronic visible scoreboard failed;
- 9.11.3.2.2.2** then, if possible, to substitute quickly a manual visible scoreboard, enter the scores upon it up to the point of failure and continue the round (see **Rule 9.14.3.2, 9.15.3.2, 9.16.6.3 or 9.17.6.3**).
- 9.11.3.2.3** If it is not possible to substitute a manual visible scoreboard then a second scorecard must be introduced, the verified scores entered upon it and the round must then continue with the second scorecard under the control of a qualified person appointed by the Chief of Referees.
- 9.11.3.2.4** In the event that there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the official appointed by the Chief of Referees, must prevail.
- 9.11.3.3** **Ranges with Manual Visible Scoreboards**
- 9.11.3.3.1** Three (3) persons must be appointed as Assistant Referees, as follows:
- 9.11.3.3.1.1** the first person must be positioned at the rear of the firing line to maintain a permanent official scorecard;
- 9.11.3.3.1.2** the second person must act as a side judge and also maintain the visible manual scoreboard;
- 9.11.3.3.1.3** the third person must act as a side judge on the side opposite the visible manual scoreboard and also to check that the scores shown on it are being registered correctly.
- 9.11.3.4** Each scorer must mark the card or board independently based on the decisions given by the Referee.
- 9.11.3.4.1** At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the Classification Office.
- 9.11.3.5** The scores shown on the large score board must prevail if there are unresolved differences.
- 9.11.4** **SCORE CERTIFICATION**



9.11.4.1 When a round has been completed and the results have been compared and read aloud, the Referee and each shooter must sign or initial the score card so that it can be returned to the Classification Office quickly.

9.11.4.2 Failure by the shooter to sign the card before it leaves the range eliminates all rights to protest other than a score erroneously totaled or transferred from the score cards.

9.11.5 RESULTS

9.11.5.1 Individual Events

9.11.5.1.1 For each shooter the results of each round must be recorded legibly on official scorecards.

9.11.5.1.2 At the end of the event the total of targets hit by each individual shooter in the Qualification rounds, the Final and any shoot offs must be entered and the scores ranked in descending order (for **TIES** see **Rules 9.12.1 – 9.12.3**).

9.11.5.2 Team Event

9.11.5.2.1 Scores of each team member must be recorded and the number of targets hit by all the members of each team in each of the Qualification rounds must be totaled and the team's scores ranked in descending order (for **TIES** see **Rule 9.12.4**).

9.11.5.3 The official final results bulletin must contain the following:

9.11.5.3.1 the score of each of the Qualification rounds;

9.11.5.3.2 the total of all of the Qualification rounds;

9.11.5.3.3 the score achieved in the Finals;

9.11.5.3.4 the total of the Qualification rounds + the score of the Finals round where applicable;

9.11.5.3.5 the scores achieved in any shoot-offs. However, these must not be added to the totals.

9.12.0 TIES and SHOOT-OFFs

USA

9.12.0.1 In USA Shooting sanctioned aggregate events, the breaking of multiple course aggregate ties will use the "Count Back Rule" 9.12.2 starting with the last course of fire, then proceeding to the last round of targets, etc.

9.12.1 COMPETITIONS WITH FINALS

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



9.12.1.2 Ties before the Finals

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

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

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

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

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

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

9.12.1.8 Ties after the Finals

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

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

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

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



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



9.12.3 COMPETITIONS WITHOUT FINALS

9.12.3.1 Individual Ties

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

9.12.3.2 Ties with perfect scores

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

9.12.3.3 Ties for the first six (6) places

9.12.3.3.1 These must be decided by a shoot off.

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

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

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

9.12.3.4 Ties for 7th place and below

9.12.3.4.1 Individual tied scores ranking 7th place and below, not decided by a shoot off must be ranked equally but listed according to the "**Count Back**" rule.

9.12.4 TEAM TIES

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



- 9.12.5 SHOOT-OFFS**
- 9.12.5.1 Before “Finals”**
- 9.12.5.1.1** Shoot-offs before Finals must be conducted on standard targets.
- 9.12.5.2 After “Finals”**
- 9.12.5.2.1** Shoot-offs after Finals must be conducted on “flash” targets.
- USA** In USA Shooting sanctioned competitions, “flash” targets are not required.
- 9.12.5.2.1A**
- 9.12.5.3 Start Times**
- 9.12.5.3.1** Shoot offs before Finals should be started within a maximum of thirty (30) minutes after regular shooting is completed (see **Rule 9.12.5.4 and 9.12.5.5**).
- 9.12.5.3.2** If the shoot off time is not announced in advance, the shooters involved must remain in touch with the Jury, whether personally or through their Team Leader in order to be **READY** to shoot when the shoot off is called.
- 9.12.5.3.3** Shoot offs after Finals must commence immediately after the end of the Finals.
- 9.12.5.4** Any shooter who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the shoot off and will automatically be given the lower place in the shoot off results using his qualification score.
- 9.12.5.5 Shoot Off Preparation Time**
- 9.12.5.5.1** After the Referee has given the signal to **START**, or after the preceding shooter has fired at a regular target, a shooter must take position, load his gun and call for the target, or double, within twenty (20) seconds.
- 9.12.5.5.2** In case of non-compliance with this time limit the penalties of **Rule 9.13.3.4.1.2** will be applied.
- 9.12.6 SHOOT-OFF PROCEDURE for TRAP**
- 9.12.6.1** All tied shooters will in turn, one behind the other, starting on Station 1, and shoot at a regular target in the order decided by the Jury by drawing of lots.
- 9.12.6.2** **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.



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



- 9.12.7.5** If a shooter loads two (2) cartridges and fires a second shot, the target must be declared **"LOST"** whether or not it was **"HIT"** by either of the shots.
- 9.12.7.6** The shooter(s) who miss their target on the respective Station are the losers and must retire.
- 9.12.7.7** All those who remain tied must move on to the next Station and will continue until all ties are broken.
- 9.12.8** **SHOOT-OFF PROCEDURE for DOUBLE TRAP**
- 9.12.8.1** All tied shooters will in turn, one behind the other, starting on Station 1, shoot at a regular double in the order that will be decided by the Jury by drawing of lots.
- 9.12.8.2** **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.
- 9.12.8.3** At Station 1 only, the shooters must be permitted to see one (1) regular double, before the first shooter shoots.
- 9.12.8.4** After the Referee declares **"START"** the first shooter must load and shoot at the double. He must then leave the Station and go to stand **a minimum of 1 meter immediately behind** the next Station. The remainder of the shooters who have yet to shoot on that Station must then stand in a line behind the first shooter.
- 9.12.8.4.1** All shooters remaining in the tie must in turn do likewise.
- 9.12.8.4.2** The first shooter must not move on to a Station until the Referee commands **"START"**.
- 9.12.8.5** The shooter(s) who miss the most number of targets on the respective Station are the losers and must retire.
- 9.12.8.6** This process will continue until all the ties are broken.
- 9.12.9** **SHOOT-OFF PROCEDURE for SKEET**
- 9.12.9.1** Before the shoot off starts, the first shooter must stand **immediately behind** Station 4 and be permitted to see one (1) regular double (high/low).
- 9.12.9.2** All tied shooters will then shoot in turn on Station 4 in the order that will be decided by the Jury by drawing of lots.
- 9.12.9.2.1** **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.



- 9.12.9.3** After the Referee declares **“START”** the first shooter must move on to the Station, load and shoot at a regular double (high/low). He must then leave the Station and go to the rear of the shooters who have yet to shoot.
- 9.12.9.3.1** All shooters in the tie must in turn do likewise.
- 9.12.9.4** The shooter(s) who miss the most number of targets after each double are the losers and must retire.
- 9.12.9.5** All those who are still tied must remain and the first shooter must then move on to the Station, load and shoot at a reverse double (low/high). He must then leave the Station and go to the rear of the shooters who have yet to shoot.
- 9.12.9.5.1** All shooters in the tie must in turn do likewise.
- 9.12.9.6** If any ties remain unbroken, this procedure of shooting at a regular double and a reverse double must continue until all results are determined.
- 9.13.0** **RULE VIOLATIONS, PENALTIES, PROTESTS and APPEALS**
- 9.13.1** **Rule Violations**
- 9.13.1.1** The Jury, the Chief of Referees and the Referees will generally determine upon three (3) main classes of infringements or violations of the Rules:
- 9.13.1.1.1** “Open” – unconcealed;
- 9.13.1.1.2** “Technical” - minor rule infringements;
- 9.13.1.1.3** “Concealed” - deliberate or very serious breaches of the rules or of safety.
- 9.13.1.2** The Jury must be responsible for examining and deciding the degree of penalty to be imposed for all reported violations, other than those not imposed automatically from within these Rules.
- 9.13.2** **“WARNING”, “DEDUCTION” AND “DISQUALIFICATION” CARDS**
- USA**
9.13.2A In USA Shooting sanctioned competitions, the use of cards as detailed below is not required. The actions may be expressed verbally but must still be documented as appropriate in all cases.
- 9.13.2.1** Each card will measure approximately 70 x 100mm with the word **“Warning”, “Deduction” or “Disqualification”** printed upon it.



- 9.13.2.2** When any of these cards are shown they must be accompanied by the command "Warning", "Deduction" or "Disqualification" as appropriate, in a manner that leaves no doubt in the offender's mind of the meaning of the action taken.
- 9.13.2.3** **It is NOT necessary to show a WARNING card prior to the issue of any DEDUCTION or DISQUALIFICATION card.**
- 9.13.3** **WARNING (YELLOW CARD)**
- 9.13.3.1** **"Open" violations**
- 9.13.3.1.1** **In the case of initial "open" violations of the Rules, such as:**
- 9.13.3.1.1.1** dress code irregularity;
 - 9.13.3.1.1.2** unnecessary interruption of the shooting;
 - 9.13.3.1.1.3** coaching during the competition;
 - 9.13.3.1.1.4** unauthorized intrusion into the competition area;
 - 9.13.3.1.1.5** unsportsmanlike conduct;
 - 9.13.3.1.1.6** deliberate attempt to evade the spirit of the rules;
 - 9.13.3.1.1.7** any other incident which requires that a warning be issued.
- 9.13.3.1.2** An official WARNING (Yellow Card) indicated on the relevant scorecard, by a Jury Member, Chief of Referees or Referee, will first be given so that the shooter, coach or team official may have the opportunity to correct the fault.
- 9.13.3.2** If a shooter does not correct the indicated fault within the stipulated time, penalties will be imposed under **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION.**
- 9.13.3.3** In repeated infringements by a coach, or other team official the Jury will require the offender to leave the vicinity of the shooting range for the remainder of the round and the shooter may be penalized under **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION.**
- 9.13.3.4** **"Technical" violations**
- 9.13.3.4.1** In the case of initial **"technical" violations**, during a competition round namely:
- 9.13.3.4.1.1** foot fault;
 - 9.13.3.4.1.2** exceeding the time limit allowed to take the shot;
 - 9.13.3.4.1.3** in Skeet, the shooter's **READY** position is not according to Rule 9.17.10;



- 9.13.3.4.1.4** in Skeet, except on Station 8, the shooter opens the gun between the two (2) single shots on the same Station;
- 9.13.3.4.1.5** following or pointing with the gun at a 'slow' or 'fast' pull target without shooting.
- 9.13.3.4.1.6** An official WARNING (YELLOW CARD) indicated on the relevant scorecard, will be shown to any offending shooter by a Referee.
- 9.13.3.4.1.7** Any deductions made by a Jury Member for any second or subsequent occurrences in a round for any of the violations listed must be indicated on the scorecard by the Referee before the card is sent to the Classification Office. The shooter must be informed by the Referee of any such deductions.
- 9.13.4** **DEDUCTION (GREEN CARD)**
- 9.13.4.1** Deduction of targets for other offences imposed by a majority of the Jury, must be taken from the round in which the offence occurred.
- 9.13.4.2** Deduction of one (1) target must be given in each instance for:
- 9.13.4.2.1** impeding another shooter in an unsportsmanlike manner;
- 9.13.4.2.2** failure to be present, or provide a suitable substitute, when required to act as an Assistant Referee;
- 9.13.4.2.3** if when asked to give an explanation for an incident, a shooter consciously and knowingly gives false information.
- 9.13.4.3** **Uncompleted Round**
- 9.13.4.3.1** Deduction of all remaining targets in the round must be given by a majority of the Jury in instances when a shooter leaves the range without completing the round and without the permission of the Referee.
- 9.13.4.4** **Absent Shooter**
- 9.13.4.4.1** If a shooter is not present on the range when his name is checked with the scorecard, the Referee must have the shooter's number and name called out loudly three (3) times within one (1) minute. If the shooter does not appear by the end of that minute the Referee must declare him "**ABSENT**" loudly.
- 9.13.4.5** From the moment that the shooter is declared "**ABSENT**" he must not be allowed to join the squad and shooting must begin without him.
- 9.13.4.6** **"Make up" Round**



- 9.13.4.6.1** A competitor who is declared “**ABSENT**” must present himself to the Chief of Referees before the squad has finished that round, and request permission to shoot the missed round. Failure to do so may result in disqualification from the competition.
- 9.13.4.6.2** The shooter will then be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees with a deduction of three (3) targets from the make up round. (but see **Rule 9.13.4.7.1**)
- 9.13.4.7** **Exceptional Circumstances**
- 9.13.4.7.1** If a shooter arrives late for a competition and it can be proved that the lateness was due to circumstances beyond his control, the Jury must whenever possible give him the opportunity to take part without disruption of the overall shooting program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be deducted.
- 9.13.5** **DISQUALIFICATION (RED CARD)**
- 9.13.5.1** Disqualification may be imposed by a unanimous or majority decision of the Jury.
- 9.13.5.2** Disqualification of a shooter, (or the banning of a team official or coach from the shooting ranges) may be given for:
- 9.13.5.2.1** serious breaches of safety and violations of the safety rules;
- 9.13.5.2.2** handling a gun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
- 9.13.5.2.3** handling of a loaded gun after a “**STOP**” command has been given;
- 9.13.5.2.4** repetition of incidents that have already been the subject of a warning or deduction;
- 9.13.5.2.5** deliberate use of cartridges not in accordance with ISSF rules to obtain advantage;
- 9.13.5.2.6** deliberate abuse of any team or range official;
- 9.13.5.2.7** continued refusal by a shooter to act as an Assistant Referee;
- 9.13.5.2.8** deliberate failure to shoot a previously missed round;
- 9.13.5.2.9** consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases;
- 9.13.5.2.10** cases where violations are deliberately concealed.
- 9.13.6.3** **DISQUALIFICATION IN FINALS**



9.13.6.3.1 If a shooter is disqualified for any reason during a Final he will be ranked as last of the participating finalists but will retain his qualification score in the published results.

9.13.7 PROTEST DOCUMENTATION

9.13.7.1 The Organizing Committee must supply printed forms for use for submission of written protests and appeals.

9.13.7.2 Copies of all decisions in response to written protests and appeals must be forwarded by the Organizing Committee or the Technical Delegate(s), to the ISSF Secretary-General together with the Final Report and results lists for review by the ISSF Technical Committee.

9.13.7.3 PROTEST FEES

9.13.7.3.1 Protests US\$ 25.00 or its local equivalent.

9.13.7.3.2 Appeals US\$ 50.00 or its local equivalent.

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

9.13.8 RIGHT OF PROTEST

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

9.13.8.1.1 that the ISSF Regulations or Rules were infringed;

USA Or USA Shooting Rules.

9.13.8.1.1A

9.13.8.1.2 that the competition program was not followed;

9.13.8.1.3 disagreement with a decision or action by any competition official or Jury Member (except that only the shooter concerned may query a decision by the Referee on a “**HIT**” or “**LOST**” target at which the shooter has fired).

9.13.8.1.4 a shooter was impeded or disturbed by;

9.13.8.1.4.1 another shooter;

9.13.8.1.4.2 a competition official;

9.13.8.1.4.3 spectators;

9.13.8.1.4.4 the media;

9.13.8.1.4.5 other persons or causes.



- 9.13.9 DISAGREEMENT WITH A REFEREE'S DECISION**
- 9.13.9.1 Action by Shooter**
- 9.13.9.1.1** If a shooter disagrees with a Referee's decision regarding a particular target, a protest must be initiated immediately before the next shooter fires, by raising an arm and saying **"PROTEST"**.
- 9.13.9.1.2** The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision.
- 9.13.9.2 Action by a Team Official**
- 9.13.9.2.1** If a Team Official is not satisfied with the final decision of the Referee, except for **"HIT"**, **"LOST"** or **IRREGULAR** targets, he must not delay the shooting, but must attract the attention of the Referee who will make a notation on the scorecard that the shooter is continuing under protest.
- 9.13.9.2.2** The protest must be resolved by the Jury.
- 9.13.10 ACTION TO BE TAKEN BY COMPETITION OFFICIALS RECEIVING A PROTEST**
- 9.13.10.1** Competition officials, Referees, Range Officers and Jury Members must consider verbal protests immediately. They may take immediate action to correct the situation or refer the protest to the full Jury for decision. In such cases, a Range Officer, Referee or Jury Member may stop the shooting temporarily if necessary.
- 9.13.11 PROTESTS TO THE JURY**
- 9.13.11.1** Protests to the Jury may be made verbally or in writing. Written protests must be accompanied by the Appropriate Protest Fee payable in accordance with **Rules 9.13.7.3.1 - 9.13.7.3.3**.
- 9.13.11.2** Any shooter or team official who does not agree with the action or decision taken on a verbal protest may protest in writing to the Jury.
- 9.13.11.3** Any shooter or team official also has the right to submit a written protest without making a verbal protest.
- 9.13.11.4** All protests must be submitted not later than thirty (30) minutes after the conclusion of the round in which the incident in question occurred.



- USA**
9.13.11.4A At USA Shooting sanctioned competitions, if a competitor must fulfill Assistant Referee (flanker) duties immediately after a round for which they wish to file a protest, the protest must be filed immediately after the flanking round.
- 9.13.11.5** The Organizing Committee must supply **printed forms** for use in submitting written protests (copies of Annex “P” to Article 3.12.3.7).
- 9.13.11.6** Written protests must be decided by a **majority of the Jury**.
- USA**
9.13.11.6A At USA Shooting sanctioned PTO’s the decision of the jury is final and may not be appealed.
- 9.13.12** **Appeals**
In the event of a **disagreement with a Jury decision**, the matter may be appealed to the Jury of Appeal. Such appeals must be submitted in writing by the Team Leader or a representative not later than one (1) hour after the Jury decision has been announced. In special circumstances, the time for submitting appeals may be extended up to 24 hours by decision of the Jury of Appeal. Such decision can postpone the victory ceremony for the event under appeal.
- 9.13.12.1** **The decision of the Jury of Appeal is final.** The penalty may be reduced or increased
- 9.14.0** **COMPETITION RULES for TRAP**
- 9.14.1** **CONDUCT OF A ROUND OF TRAP**
- 9.14.1.1** The squad members with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting Station (see **Rule 6.3.19.5**).
- 9.14.1.2** The sixth shooter must stand in the marked area behind Station 1 ready to move to Station 1 as soon as the first shooter has shot at a regular target and the result is known.
- 9.14.1.3** The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, viewing of targets, test firing etc.) give the command **“START”**.
- 9.14.2** **METHOD**



- 9.14.2.1** When the first shooter is **READY** to fire, he must raise the gun to the shoulder and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the target must be thrown at once (see **Rule 9.15.2.2**). When the result of the shot(s) is known the second shooter must do likewise, followed by the third shooter and so on.
- 9.14.2.2** When the shooter has called for the target it must be released immediately, allowing only for human reaction time to press a button if the release is manual.
- 9.14.2.3** Two (2) shots may be fired at each target. Except in the "Finals" round and any shoot offs before and after a "Finals" when only one (1) cartridge must be loaded (see **Rule 9.12.6**).
- 9.14.2.4** After shooter No. 1 has fired at a regular target he must prepare to move to Station 2 as soon as the shooter on Station 2 has fired at a regular target. The other shooters in the squad must, on their Stations, do likewise in rotation from left to right.
- 9.14.2.4.1** This whole sequence must continue until all shooters have each shot at 25 targets.
- 9.14.2.5** Once the round has started a shooter may close the gun only after the previous shooter has completed his turn.
- 9.14.2.6** A shooter having shot, must not leave the Station before the shooter on the right has fired at a regular target and a result is registered, except when the shooter has completed shooting on Station 5. In this case, he must proceed immediately to Station 1 (6) being careful not to disturb the shooters who are on the line as he passes by (see **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION.**).
- 9.14.2.7** All guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1 (6) (see **Rule 9.13.5.2.1 DISQUALIFICATION**).
- 9.14.2.8** No shooter having shot on one Station may proceed toward the next Station in such a way as to interfere with another shooter or match officials.
- 9.14.2.9** At the conclusion of the round all shooters in the squad must remain on their shooting Station until the last shooter has completed his turn. They must each then sign the score sheet before leaving the shooting area.
- 9.14.3** **TIME LIMIT**



9.14.3.1 A shooter must take position, close the gun and call for the target within ten (10) seconds after the previous shooter has fired at a regular target and the result is registered or after the Referee has given the signal to **START**.

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

9.14.3.2 **Interruption**

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

9.14.4 **TARGET DISTANCES, ANGLES and ELEVATIONS**

9.14.4.1 **Trap Setting Tables**

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

9.14.5 **PREFERRED SPECIAL SETTINGS FOR THE TRAP EVENT**

USA
9.14.5A The organizing committee may decide the manner in which it will change settings.

USA
9.14.5B The organizing committee may elect to change settings after any number of targets. All competitors need to have fired the same number of targets on each setting before the settings are changed.

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

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

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

	1st DAY	2nd DAY
	50 Targets	75 Targets



3 Ranges	Same setting for all ranges	3 different settings (different setting for each range)
4 Ranges	same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Different - but same setting for all ranges

9.14.5.2

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

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

9.14.5.2.1

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

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

9.14.5.2.2

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

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



4 Ranges	Same setting for all ranges	Different – but same setting for ranges 1 and 3 and different - but same setting for ranges 2 and 4	Different – but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4
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9.14.5.3

TWO (2) or THREE (3) DAY COMPETITION

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

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

9.14.5.3.1.1

each range in use the same number of times;

9.14.5.3.1.2

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

9.14.5.4

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

9.14.5.5

Jury Check

9.14.5.5.1

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

9.14.5.6

Target Limits

9.14.5.6.1

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

9.14.5.6.1.1

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

9.14.5.6.1.2

angle; maximum 45 degrees left or right;

9.14.5.6.1.3

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

9.14.5.7

Trap Setting Procedure

9.14.5.7.1

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

9.14.5.7.1.1

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

9.14.5.7.1.2

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

9.14.5.7.1.3

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



- 9.14.5.7.1.4** adjust to required angle as measured from a position immediately above the center of each machine, on the top of the trap pit roof.
- 9.14.5.8** **Trial Targets**
- 9.14.5.8.1** After the traps have been adjusted and approved by the Jury each day, before the start of the competition one (1) trial target must be thrown from each machine in sequence.
- 9.14.5.8.2** Trial targets may be observed by the shooters.
- 9.14.5.9** All shooters, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.
- 9.14.5.10** **Irregular Trajectory**
- 9.14.5.10.1** Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.
- 9.14.6** **REFUSED TARGET**
- 9.14.6.1** A shooter may refuse a target if:
- 9.14.6.1.1** a target is not released immediately after the shooter's call (see Note);
- 9.14.6.1.2** the shooter is visibly disturbed;
- 9.14.6.1.3** the Referee agrees that the target was irregular.
- 9.14.6.1.4** **Note:** Following or pointing with the gun at a "slow" or "fast" pull target without shooting is not permitted. **Rule 9.13.3.4.1.5** will apply.
- 9.14.6.2** **Procedure by Shooter**
- 9.14.6.2.1** The shooter refusing a target must indicate this by changing his position, opening the gun and raising an arm. The Referee must then give his decision.
- 9.14.7** **"NO BIRD"**
- 9.14.7.1** A **"NO BIRD"** target is one which is not thrown according to these Rules.
- 9.14.7.2** The **"NO BIRD"** decision is always the Referee's responsibility.
- 9.14.7.3** A target declared **"NO BIRD"** by the Referee must always be repeated from the same trap (whether hit or not). However the shooter may not refuse it even if he considers that it was thrown from another machine in the same group.



- 9.14.7.4** A Referee should attempt to call **“NO BIRD”** before the shooter fires. However, if the Referee calls **“NO BIRD”** as, or after the shooter has fired, the Referee’s decision must stand and the target must be repeated regardless of whether the target was **“HIT”** or not.
- 9.14.7.5** **A “NO BIRD” target must be declared EVEN IF THE SHOOTER HAS FIRED** when:
- 9.14.7.5.1** a “broken” or irregular target emerges;
 - 9.14.7.5.2** a target of a distinctly different color from that of the others being used in the competition or official training is thrown;
 - 9.14.7.5.3** two (2) targets are thrown;
 - 9.14.7.5.4** the target is thrown from a machine in another group;
 - 9.14.7.5.5** a shooter shoots out of turn;
 - 9.14.7.5.6** another shooter fires at the same target;
 - 9.14.7.5.7** the Referee is satisfied that the shooter, after calling for the target, was visibly disturbed by some external cause;
 - 9.14.7.5.8** the Referee detects an initial violation of the shooter’s foot position in a round (see **Rule 9.13.3.4.1.1**);
 - 9.14.7.5.9** the Referee detects an initial violation of the time limit (see **Rule 9.13.3.4.1.2**);
 - 9.14.7.5.10** the Referee, for any reason, cannot decide whether the target was **“HIT”** or not. (In such cases the Referee must always consult the Assistant Referees before announcing the decision);
 - 9.14.7.5.11** the shot is discharged involuntarily before the shooter has called for the target (however, if the shooter then fires at the target with the second shot, the result must be scored);
 - 9.14.7.5.12** the first shot is a miss and the shooter's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the target must be repeated and missed with the first shot and hit only with the second shot. If the target is hit with the first shot, it must be declared **“LOST”**.
- 9.14.7.6** **A “NO BIRD” target must be declared PROVIDED THE SHOOTER HAS NOT FIRED** when:
- 9.14.7.6.1** a target is thrown before the shooters call;
 - 9.14.7.6.2** a target is not released immediately after the shooter’s call (see Note);
 - 9.14.7.6.3** a target’s trajectory is irregular (see Note);



- 9.14.7.6.4** there is an allowable malfunction of gun or cartridge;
- 9.14.7.6.5** the shooter's first shot misfires due to a malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired the result of that shot must be scored.
- 9.14.7.6.6** **Note:** Unless the Referee calls **"NO BIRD"** before, as, or immediately after the shooter fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged **"QUICK PULL"** or an alleged **"SLOW PULL"** or a deviation from the prescribed lines of flight. Otherwise if the shooter fires the result must be recorded.
- 9.14.8** **SIMULTANEOUS DISCHARGE**
- 9.14.8.1** A **"NO BIRD"** must not be declared when two (2) shots are discharged simultaneously.
- 9.14.8.2** The target upon which the simultaneous discharge occurred must be scored **"LOST"** or **"HIT"** according to the result.
- 9.14.8.3** If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rule 9.8.6.1. or 9.8.6.2.**
- 9.14.9** **"LOST" TARGET**
- 9.14.9.1** A target must be declared **"LOST"** when:
- 9.14.9.1.1** it is not **"HIT"** (see **Rule 9.10.4**) during its flight;
- 9.14.9.1.2** it is only "dusted" and no visible piece is broken from it;
- 9.14.9.1.3** a shooter, for no permitted reason, does not shoot at a regular target for which he has called;
- 9.14.9.1.4** after a malfunction of gun or cartridge, a shooter opens the gun or touches the safety catch before the Referee has inspected the gun;
- 9.14.9.1.5** a shooter suffers a third or subsequent malfunction of gun or cartridge in the same round;
- 9.14.9.1.6** the first shot is a miss and the shooter fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot;
- 9.14.9.1.7** the shooter is not able to fire his gun because he has not released the safety or has forgotten to load;



- 9.14.9.1.8** the time limit is violated and the shooter has been warned once already in the same round (see **Rule 9.13.3.4.1.2**);
- 9.14.9.1.9** the shooter's foot position is violated and the shooter has been warned once already in the same round (see **Rule 9.13.3.4.1.1**.)
- 9.15.0** **COMPETITION RULES for AUTOMATIC TRAP**
- 9.15.1** **CONDUCT OF A ROUND OF AUTOMATIC TRAP**
- 9.15.1.1** The squad members with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting Station. (see **Rule 6.3.20.2**).
- 9.15.1.2** The sixth shooter must stand in the marked area behind Station 1 ready to move to Station 1 as soon as the first shooter has shot at a regular target and the result is known.
- 9.15.1.3** The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, viewing of targets, test firing etc.) give the command **"START"**.
- 9.15.2** **METHOD**
- 9.15.2.1** When the first shooter is **READY** to fire, he must raise the gun to the shoulder and call clearly **"PULL"**, **"LOS"**, **"GO"**, or some other signal or command, after which the target must be thrown at once. When the result of the shot(s) is known the second shooter must do likewise, followed by the third shooter and so on.
- 9.15.2.2** When the shooter has called for the target it must be released immediately, allowing only for human reaction time to press a button if the release is manual.
- 9.15.2.3** Two (2) shots may be fired at each target. Except in any shoot offs when only one (1) cartridge must be loaded (see **Rule 9.12.7**).
- 9.15.2.4** After shooter No. 1 has fired at a regular target he must prepare to move to Station 2 as soon as the shooter on Station 2 has fired at a regular target. The other shooters in the squad must, on their Stations, do likewise in rotation from left to right.
- 9.15.2.4.1** This whole sequence must continue until all shooters have each shot at 25 targets.
- 9.15.2.5** Once the round has started a shooter may close the gun only after the previous shooter has completed his turn.



- 9.15.2.6** A shooter having shot, must not leave the Station before the shooter on the right has fired at a regular target and a result is registered, except when the shooter has completed shooting on Station 5. In this case, he must proceed immediately to Station 1 (6) being careful not to disturb shooters who are on the line as he passes by (**Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION**).
- 9.15.2.7** All guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1 (6) (see **Rule 9.13.5.2.1 DISQUALIFICATION**).
- 9.15.2.8** No shooter having shot on one Station may proceed toward the next Station in such a way as to interfere with another shooter or match officials.
- 9.15.2.9** At the conclusion of the round all shooters in the squad must remain on their last shooting Station until the last shooter has completed his turn. They must each then sign the score sheet before leaving the shooting area.
- 9.15.3** **TIME LIMIT**
- 9.15.3.1** A shooter must take position, load the gun and call for the target within ten (10) seconds after the shooter to the left has fired at a regular target and the result is registered or after the Referee has given the signal to **START**.
- 9.15.3.1.1** In case of non compliance with this time limit, the penalties provided in **Rule violations 9.13.3.4** will be applied.
- 9.15.3.2** **Interruption**
- If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of a shooter, before the competition resumes the squad must be allowed to view one (1) regular target.
- 9.15.4** **TARGET DISTANCES, ANGLES and ELEVATIONS**
- 9.15.4.1** **Jury Check**
- 9.15.4.1.1** Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.
- 9.15.4.2** The settings must be re-checked prior to each day's shooting.
- 9.15.4.3** **Trap Setting Procedure**
- 9.15.4.3.1** The trap machine must be set as follows:
- 9.15.4.3.1.1** adjust angle to the zero (0) degrees straight forward, position;



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



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



- 9.15.6.6.3** a target's trajectory is irregular (see Note) ;
- 9.15.6.6.4** there is an allowable malfunction of gun or cartridge;
- 9.15.6.6.5** the shooter's first shot misfires due to a malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired the result of that shot must be scored;
- 9.15.6.6.6** **Note:** Unless the Referee calls "**NO BIRD**" before, as, or immediately after the shooter fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "QUICK PULL" an alleged "SLOW PULL" or a deviation from the prescribed lines of flight. Otherwise if the shooter fires the result must be recorded
- 9.15.7** **SIMULTANEOUS DISCHARGE**
- 9.15.7.1** A "**NO BIRD**" **must not** be declared when two (2) shots are discharged simultaneously.
- 9.15.7.2** The target upon which the simultaneous discharge occurred must be scored "**LOST**" or "**HIT**" according to the result.
- 9.15.7.3** If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rule 9.8.6.1 or 9.8.6.2**.
- 9.15.8** **"LOST" TARGET**
- 9.15.8.1** A target must be declared "**LOST**" when:
- 9.15.8.1.1** it is not "**HIT**" (see **Rule 9.10.4**) during its flight;
- 9.15.8.1.2** it is only "dusted" and no visible piece is broken from it;
- 9.15.8.1.3** a shooter, for no permitted reason, does not shoot at a regular target for which he has called;
- 9.15.8.1.4** after a malfunction of gun or cartridge, a shooter opens the gun or touches the safety catch before the Referee has inspected the gun;
- 9.15.8.1.5** a shooter suffers a third or subsequent malfunction of gun or cartridge in that round;
- 9.15.8.1.6** the first shot is a miss and the shooter fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot;
- 9.15.8.1.7** the shooter is not able to fire his gun because he has not released the safety or has forgotten to load.



- 9.15.8.1.8** the time limit is violated and the shooter has been warned once already in the same round. (see **Rule violations 9.13.3.4.1.2**);
- 9.15.8.1.9** the shooter's foot position is violated and the shooters has been warned once already in the same round. (see **Rule Violations 9.13.3.4.1.1**)
- 9.16.0** **RULES for DOUBLE TRAP**
- 9.16.1** **CONDUCT OF A ROUND OF DOUBLE TRAP**
- 9.16.1.1** The squad members with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting Station (see **Rule 6.3.21.2.6**).
- 9.16.1.2** The sixth shooter must stand in the marked area behind Station 1 ready to move to Station 1 as soon as the first shooter has shot at a regular double and the results are known.
- 9.16.1.3** The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, viewing of targets, test firing etc.) give the command **"START"**.
- 9.16.2** **METHOD**
- 9.16.2.1** When the first shooter is **READY** to fire, he must raise the gun to his shoulder and call clearly **"PULL"**, **"LOS"**, **"GO"**, or some other signal or command, after which the double must be thrown.
- 9.16.2.2** When the shooter has called for the targets they must be released within an indefinite period varying randomly from zero (0) to a maximum of one (1) second (see **Rule 9.16.4.2**).
- 9.16.2.3** After shooter No. 1 has fired at a regular double he must prepare to move to Station 2 as soon as the shooter on Station 2 has fired at a regular double. The other shooters in the squad must, on their Stations, do likewise in rotation from left to right.
- 9.16.2.3.1** This whole sequence must continue until all shooters have each shot at the required number of doubles.
- 9.16.2.4** Once the round has started a shooter may close the gun only after the previous shooter has completed his turn.



- 9.16.2.5** A shooter having shot, must not leave the Station before the shooter on the right has fired at a regular double and the results are registered, except when the shooter has completed shooting on Station 5. In this case, he must proceed immediately to Station 1 (6) being careful not to disturb the shooters who are on the line as he passes by (see **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION**).
- 9.16.2.6** All guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1 (6) (see **Rule 9.13.5.2.1 DISQUALIFICATION**).
- 9.16.2.7** No shooter having shot on one Station may proceed toward the next Station in such a way as to interfere with another shooter or match officials.
- 9.16.2.8** At the conclusion of the round all shooters in the squad must remain on their last shooting Station until the last shooter has completed his turn. They must each then sign the score sheet before leaving the shooting area.
- 9.16.3** **TIME LIMIT**
- 9.16.3.1** A shooter must take position, load the gun and call for the double within ten (10) seconds after the shooter to the left has fired at a regular double and the results are registered or after the Referee has given the signal to **START**.
- 9.16.3.1.1** In case of non compliance with this time limit, the penalties provided in **Rule violations 9.13.3.4** will be applied.
- 9.16.4** **TIMER**
- 9.16.4.1** The traps must be operated by an electrical-mechanical or an acoustic-mechanical device which is so installed as to allow the operator to see and hear the shooters.
- 9.16.4.2** For all ISSF supervised competitions an automatic timer must be used. This device must allow for the release of the targets within an indefinite period varying randomly from instant release up to a maximum of one (1) second after the shooter has called for the target (see **Rule 6.3.21.2.5**).
- 9.16.4.3** The release device must be so constructed that only one (1) button, switch or relay is be used to release the double.



9.16.5 TARGET DISTANCES, ANGLES and ELEVATIONS

9.16.5.1 Trap Setting Table

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

9.16.5.1.1.1

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

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

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

9.16.5.3 Irregular Trajectory

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

9.16.5.4 Double Trap “Finals” Setting

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

9.16.6 VIEWING of TARGETS

9.16.6.1 Jury Check

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

9.16.6.1.2 Trial targets may be observed by the shooters.

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



9.16.6.3 Interruption

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

9.16.7 REFUSED DOUBLE

9.16.7.1 A shooter may refuse a double if:

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

9.16.7.1.2 both targets are not released simultaneously;

9.16.7.1.3 the shooter is visibly disturbed;

9.16.7.1.4 the Referee agrees that either target was irregular.

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

9.16.7.2 Procedure by Shooter

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

9.16.8 "NO BIRDS"

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

9.16.8.2 The **"NO BIRDS"** decision is always the Referee's responsibility.

9.16.8.3 A double declared **"NO BIRDS"** by the Referee must always be repeated whether either target or both targets were **"HIT"** or not.

9.16.8.4 A Referee should attempt to call **"NO BIRDS"** before the shooter fires. However, if the Referee calls **"NO BIRDS"** as, or immediately after the shooter has fired, the Referee's decision must stand and the double must be repeated regardless of whether either target or both targets were **"HIT"** or not.

9.16.8.5 **"NO BIRDS"** must be declared and a repeat double thrown to determine the result of both shots, **EVEN IF THE SHOOTER HAS FIRED**, when:

9.16.8.5.1 a "broken" or irregular target emerges;



- 9.16.8.5.2 a target of a distinctly different color from that of the others being used in the competition or official training is thrown;
- 9.16.8.5.3 a single target is thrown;
- 9.16.8.5.4 a target is thrown from the wrong trap;
- 9.16.8.5.5 both targets are not released simultaneously;
- 9.16.8.5.6 fragments from the first target break the second target;
- 9.16.8.5.7 the targets collide;
- 9.16.8.5.8 a shooter shoots out of turn;
- 9.16.8.5.9 another shooter fires at the same double;
- 9.16.8.5.10 both shots are fired simultaneously;
- 9.16.8.5.11 the Referee is satisfied that the shooter, after calling for the targets, was visibly disturbed by some external cause;
- 9.16.8.5.12 the Referee detects an initial violation of the shooter's foot position in a round (see **Rule violations 9.13.3.4.1.1**);
- 9.16.8.5.13 the Referee detects an initial violation of the time limit (see **Rule violations 9.13.3.4.1.2**) ;
- 9.16.8.5.14 the Referee, for any reason, cannot decide whether a target was "**HIT**", "**LOST**" or "**NO BIRD(s)**" (In such cases the Referee must always consult the Assistant Referees before announcing the decision) ;
- 9.16.8.5.15 a shot is discharged involuntarily before the shooter has called for the targets (however, if the shooter then fires a second shot the results of both shots must be scored);
- 9.16.8.5.16 the first shot breaks both targets. (a shooter is permitted only two (2) attempts on any one Station in a round, if the same situation occurs for a third time the first target must be declared a "**HIT**" and the second "**LOST**");
- 9.16.8.5.17 a shooter suffers an allowable malfunction of gun or cartridge.
- 9.16.8.5.18 **Note:** Unless the Referee calls "**NO BIRD(s)**" before, as, or immediately after the shooter fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged "**QUICK PULL**", an alleged "**SLOW PULL**" or a deviation from the prescribed lines of flight. Otherwise if the shooter fires the result(s) must be recorded.



9.16.8.6 “NO BIRDS” must be declared PROVIDED THE SHOOTER HAS NOT FIRED when:

- 9.16.8.6.1** a double is thrown before the shooter’s call;
- 9.16.8.6.2** a double is thrown after a period exceeding one (1) second;
- 9.16.8.6.3** a target’s trajectory is irregular;
- 9.16.8.6.4** there is an allowable malfunction of gun or cartridge of the first shot.

9.16.9 SIMULTANEOUS DISCHARGE

9.16.9.1 The double must be declared **“NO BIRD(S)”** when two (2) shots are discharged simultaneously by a shooter a maximum of two (2) times in a round.

9.16.9.2 If a shooter has a third or subsequent occurrence in the same round, the targets must be scored **“LOST”** and **“LOST”** whether the target(s) were hit or not.

9.16.9.3 If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rule 9.8.6.1 or 9.8.6.2**.

9.16.10 “LOST” TARGET

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

- 9.16.10.1.1** it is not **“HIT”** (see **Rule 9.10.4**) ;
- 9.16.10.1.2** it is only “dusted” and no visible piece is broken from it;
- 9.16.10.1.3** a shooter, for no permitted reason, does not shoot at a regular double for which he has called, the targets must be declared **“LOST”** and **“LOST”**;
- 9.16.10.1.4** if due to a malfunction of gun or cartridge, the shooter is unable to fire his first shot and he opens the gun or touches the safety catch before the Referee has inspected the gun, the targets will be declared **“LOST”** and **“LOST”**;
- 9.16.10.1.5** if a malfunction occurs on the second shot and the shooter opens the gun or touches the safety catch before the Referee has inspected the gun, the result of the shot at the first target must be scored according to the result and the second target declared **“LOST”**;
- 9.16.10.1.6** if a shooter suffers a third or subsequent malfunction of gun or cartridge in that round on the first shot and cannot fire the second barrel, the double must be scored **“LOST”** and **“LOST”**;



- 9.16.10.1.7** the shooter fails to fire his second shot because the safety has slipped to the "safe" position by recoil of the first shot, or any reason attributable to the fault of the shooter, the result of the first shot must be scored and the second target declared **"LOST"**;
- 9.16.10.1.8** if a shot is discharged involuntarily after the shooter has called for the targets but before the targets appear and he shoots the second shot, the first target shall be recorded **"LOST"** and the second target must be scored according to the result of the second shot.;
- 9.16.10.1.8.1** if a shot is discharged involuntarily after the shooter has called for the targets but before the targets appear and the shooter does not shoot a second shot then the first target shall be scored **"LOST"** and the double must be repeated to determine the result of the second shot only.
- 9.16.10.1.8.2** for a second or subsequent involuntary discharge in the same round the targets must be declared **"LOST"** and **"LOST"**
- 9.16.10.1.8.3** a shooter fails to fire at the second target without an allowable reason, the result of the first shot must be recorded and the second target declared **"LOST"**;
- 9.16.10.1.8.4** If the shooter shoots at the first target but an allowable malfunction of gun or cartridge prevents the firing of the second shot, the result of the first shot must be recorded **"HIT"** or **"LOST"** and the double repeated to determine the result of the second shot only.
- 9.17.0** **RULES for SKEET**
- 9.17.1** **CONDUCT OF A ROUND OF SKEET**
- 9.17.1.1** The squad must assemble on the range with sufficient ammunition and all equipment necessary to complete the round. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, viewing of targets, test firing etc.) give the command **"START"**.



9.17.2 METHOD

9.17.2.1 The members of the squad must gather safely near Station 1 ready to shoot. The first shooter must move onto Station 1, load the gun with one (1) cartridge only, adopt the **READY POSITION** (see **Rule 9.17.10**) and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds (see **Rule 6.3.22.6, 9.17.9.2.1 and 9.17.9.2.2**).

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

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

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

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

9.17.2.3.1 Target Shooting Sequence for Qualification and Finals Rounds

Station	Target	Order
1	Single	High
	Double	High – Low
2	Single	High
	Double	High – Low
3	Single	High
	Double	High - Low
4	Single	High
	Single	Low
	Double	High – Low
	Double	Low - High
5	Single	Low
	Double	Low - High
6	Single	Low
	Double	Low - High
7	Double	Low - High
8	Single	High
	Single	Low



-
- 9.17.2.4 Only one (1) shot may be fired at each target.
- 9.17.3 **MOVING ON TO STATIONS**
- 9.17.3.1 No shooter in the squad may advance to the Station before his shooting turn, before the Referee's order to shoot or before the previous shooter has completed his shooting and has left the Station.
- 9.17.3.2 No shooter having shot on one Station may proceed toward the next Station:
- 9.17.3.2.1 until all members of the squad have completed their shooting on that Station;
- 9.17.3.2.2 in such a way as to interfere with another shooter;
- 9.17.3.2.3 in such a way as to impede the duties of the match officials.
- 9.17.3.3 **Gun Safety**
- 9.17.3.3.1 All guns must be kept open and empty when moving to or waiting to move to another Station.
- 9.17.3.4 **Notes on Station 8:** when the squad advances to Station 8, they must stand in their shooting order behind the Referee who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centers of Station 8 and Station 4.
- 9.17.3.4.1 After the Referee has declared “**START**” each shooter in turn must:
- 9.17.3.4.1.1 take position for the **HIGH** house target ;
- 9.17.3.4.1.2 load the gun with one (1) cartridge only;
- 9.17.3.4.1.3 adopt the **READY** position;
- 9.17.3.4.1.4 call for the target;
- 9.17.3.4.1.5 shoot at the high house target **then**;
- 9.17.3.4.1.6 turn clockwise (to the right, in the direction of the target crossing post) **and only then, after completing the turn:**
- 9.17.3.4.1.7 take position for the **LOW** house target;
- 9.17.3.4.1.8 load the gun with one (1) cartridge only;
- 9.17.3.4.1.9 adopt the **READY** position;
- 9.17.3.4.1.10 call for the target;
- 9.17.3.4.1.11 shoot at the low house target;



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

9.17.3.5 Leaving the Range

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

9.17.4 CARTRIDGES LOADING SEQUENCE

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

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

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

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

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

9.17.5 TIME LIMITS

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

9.17.5.1.1 stand with both feet entirely within the Station boundaries;

9.17.5.1.2 take position ;

9.17.5.1.3 load the gun;

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

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



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

9.17.6 VIEWING of TARGETS

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

9.17.6.2 If the Referee declares a “**NO BIRD**“, the shooter may also ask to have one (1) trial target thrown after each irregular target, or one (1) trial double thrown after an irregular double, provided the irregular target was not fired upon or both targets of an irregular double were not fired upon.

9.17.6.3 Interruption

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

9.17.7 SIGHTING on the RANGES

9.17.7.1 Sighting

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

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

9.17.8 TARGET DISTANCES and ELEVATIONS

9.17.8.1 Jury Check

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

9.17.8.2 Irregular Trajectory



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

9.17.9 TIMER

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

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

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

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

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

9.17.10 READY POSITION

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

9.17.10.1.1 both feet entirely within the shooting Station boundaries;

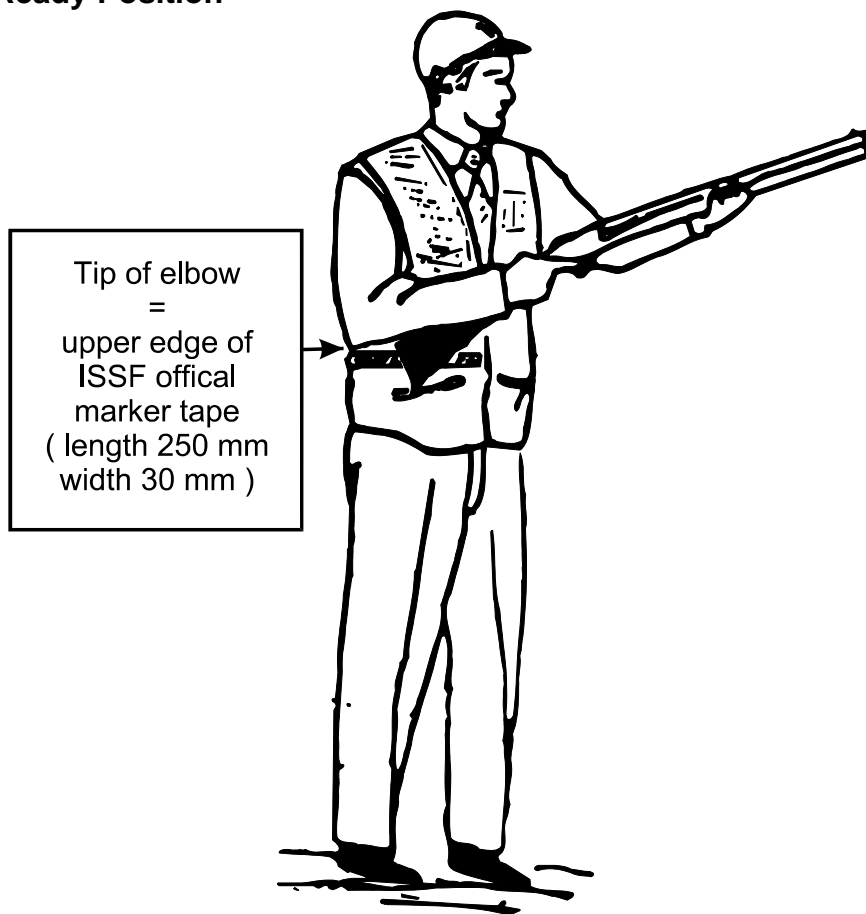
9.17.10.1.2 holding the gun with both hands (see Figure 1) ;

9.17.10.1.3 the gun stock in contact with the body;

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



9.17.10.1.5 Ready Position



9.17.11 MARKER TAPE

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

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

USA
9.17.11.1.1A At USA Shooting sanctioned competitions, a marker tape may be used that is not the official "ISSF" color. The tape should be a contrasting color from the shooting vest.

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

9.17.11.2 Marker Tape Check

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



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

9.17.11.2.2.1 any pockets of the outer garment must be empty;

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

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

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

9.17.12 REFUSED TARGET

9.17.12.1 A shooter may refuse a target if:

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

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

9.17.12.1.3 the shooter is visibly disturbed;

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

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

9.17.12.2 Procedure by Shooter

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

9.17.13 "NO BIRD"

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

9.17.13.2 The "**NO BIRD**" decision is always the Referee's responsibility.

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



- 9.17.13.4** A Referee should attempt to call **“NO BIRD”** before the shooter fires. However, if the Referee calls **“NO BIRD”** as, or as soon as possible after the shooter has fired, the Referee’s decision must stand and the target(s) must be repeated regardless of whether the target(s) were **“HIT”** or not.
- 9.17.13.5** **A “NO BIRD” (or “NO BIRDS”) must be declared EVEN IF THE SHOOTER HAS FIRED** when:
- 9.17.13.5.1** a “broken” target emerges;
- 9.17.13.5.2** a target of a distinctly different color from that of the others being used in the competition or official training is thrown;
- 9.17.13.5.3** two (2) targets are thrown in “singles”;
- 9.17.13.5.4** a target is thrown from the wrong trap house;
- 9.17.13.5.5** a shooter shoots out of turn;
- 9.17.13.5.6** a shooter suffers a simultaneous discharge no more than twice in a round;
- 9.17.13.5.7** the shooter’s **READY** position is incorrect and the shooter has not received a previous warning in that round (see **Rule 9.13.3.4.1.3**) ;
- 9.17.13.5.8** the Referee detects an initial violation of the time limit (see **Rule violations 9.13.3.4.1.2**);
- 9.17.13.5.9** the Referee is satisfied that the shooter was visibly disturbed by some external cause, after calling for the target(s) ;
- 9.17.13.5.10** the Referee, for some reason, cannot decide whether the target was **“HIT”** , **“LOST”** or **“NO BIRD”** In this case the Referee must always consult the Assistant Referees before making a final decision;
- 9.17.13.5.11** the Referee detects an initial violation of the shooter's foot position in a round (see **Rule violations 9.13.3.4.1.1**).
- 9.17.13.5.12** a shooter suffers an allowable malfunction of gun or cartridge.
- 9.17.13.6** **A “NO BIRD” must be declared PROVIDED THE SHOOTER HAS NOT FIRED** when:
- 9.17.13.6.1** a target is thrown before the shooter’s call;
- 9.17.13.6.2** a target is thrown after a period exceeding three (3) seconds;
- 9.17.13.6.3** a target’s trajectory is irregular;
- 9.17.13.6.4** there is an allowable malfunction of gun or cartridge.
- 9.17.13.7** **Additional “NO BIRD” Rules applying to “Doubles”**



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



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



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

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

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

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

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

9.18.0 FINALS

9.18.1 Shotgun Events in the Olympic Games Program

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

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

9.18.2 NUMBER OF FINALISTS IN EACH EVENT

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

9.18.3 ORDER OF SHOOTING IN THE FINAL

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



- 9.18.3.2** Shooters entering the Finals with tied scores will have their shooting order determined according to the “**Count Back**” rule (see **Rule 9.12.2**).
- 9.18.3.3** The shooting order of shooters with perfect scores must be decided by the Jury drawing lots.
- 9.18.4** **RANGE COMMANDS**
- 9.18.4.1** **All range commands will be given in the English language.**
- 9.18.5** **REPORTING TO THE RANGE FOR THE FINALS**
- 9.18.5.1** Team Leaders are responsible for ensuring that their shooters are presented to the Jury in the designated preparation area at least ten (10) minutes before the scheduled starting time, properly dressed and equipped with all that is necessary to shoot in the Finals.
- 9.18.6** **STARTING TIME**
- 9.18.6.1** As printed in the official shooting program.
- 9.18.6.2** Any alterations to this published time must be given to the Team Leaders concerned as soon as possible.
- 9.18.6.3** A separate notice must be displayed on the Finals range and the official information board.
- 9.18.6.4** A public announcement must be made giving notice of the amended times.
- 9.18.7** **LATE OR ABSENT SHOOTER**
- 9.18.7.1** Any finalist who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the Final and will automatically be given the last place in the Finals results using his qualification score.
- 9.18.8** **COMPETITION PROCEDURES**
- 9.18.8.1** Except where otherwise shown in this section, the normal rules for Trap, Double Trap and Skeet will be applied for the appropriate Finals event (for the Skeet target shooting sequence, see Rule 9.17.2.3.1).
- 9.18.8.1.1** **Trap.** On Station 1 only, a shooter must not close the gun or prepare to shoot until the Referee, after a period of 10 to 12 seconds after the shooter on Station 5 has fired gives the command “**READY**”. The shooter's normal preparation time limit (see **Rule 9.14.3**) must then start.



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

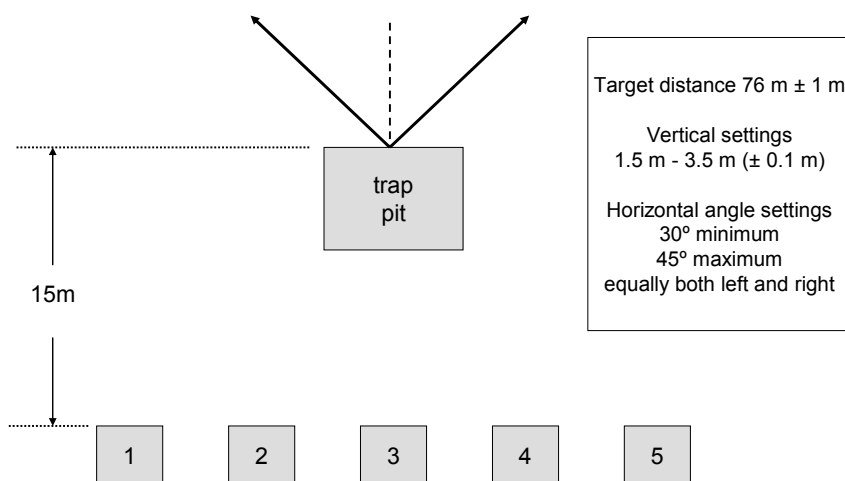


- 9.18.11.1** Any protest received will be decided immediately and the decision is final. (see **Rules 9.13.11 Protest and 9.13.12 Appeals**).
- 9.18.12** **“FINALS” RANGE EQUIPMENT FAILURE**
- 9.18.12.1** **Procedure**
- 9.18.12.1.1** If a malfunction of the Finals range equipment occurs, the completed shots at the stage of the breakdown will be scored as a sub-total and the following course of action applied:
- 9.18.12.1.1.1** if the equipment can be repaired within one (1) hour the remaining shots will be completed;
- 9.18.12.1.1.2** if it is decided that repairs cannot be completed within that time and it is possible to move to another range with the same setting within that hour, the Finals will be completed on this new range;
- 9.18.12.1.1.3** no protest against an uneven distribution of targets in Trap will be considered.
- 9.18.12.2** **Termination of Uncompleted Finals**
- 9.18.12.2.1** If the Finals cannot be continued on any suitable range by the end of one (1) hour after the breakdown the Jury must declare the Finals terminated.
- 9.18.12.3** **Ranking Procedure after an Uncompleted Finals**
- 9.18.12.3.1** The following ranking procedure will then apply:
- 9.18.12.3.1.1** the record of the shots taken in the Finals up to the point of breakdown must be examined;
- 9.18.12.3.1.2** at a point where all the shooters have shot at the same number of targets a “sub-score” will be recorded;
- 9.18.12.3.1.3** this “sub-score” plus the score of the qualification rounds will be the total for the event;
- 9.18.12.3.1.4** shooters with tied scores must have their ranking determined by the **“Count Back” Rule** (see **Rule 9.12.2**):
- 9.18.12.3.1.5** awards will then be made on this basis.
- 9.18.13** **TIED SCORES**
- 9.18.13.1** **Remaining after a Completed Finals**
- 9.18.13.1.1** Any shooters having shot the Finals and still having tied scores at the completion of the Finals will have their ties broken by a “shoot-off” (see **Rules 9.12.1.8 – 9.12.1.10**) according to rules for the event:



- 9.18.13.1.1.1** **Trap Rule 9.12.6**
- 9.18.13.1.1.2** **Double Trap Rule 9.12.8**
- 9.18.13.1.1.3** **Skeet Rule 9.12.9**
- 9.18.14** **FINAL RESULTS BULLETIN**
- 9.18.14.1** The final results bulletin must be published as required in **Rule 9.11.5.3**
- USA**
- 9.18.14.2** At USA Shooting sanctioned competitions, results and fees should be sent to the Competitions office within 30 days of the match. At major competitions (Nationals, etc.) scores will be posted on the USA Shooting website as soon as possible.
- 9.19.0** **Figures and Tables**
- 9.19.1** **Automatic Trap Target Angles**

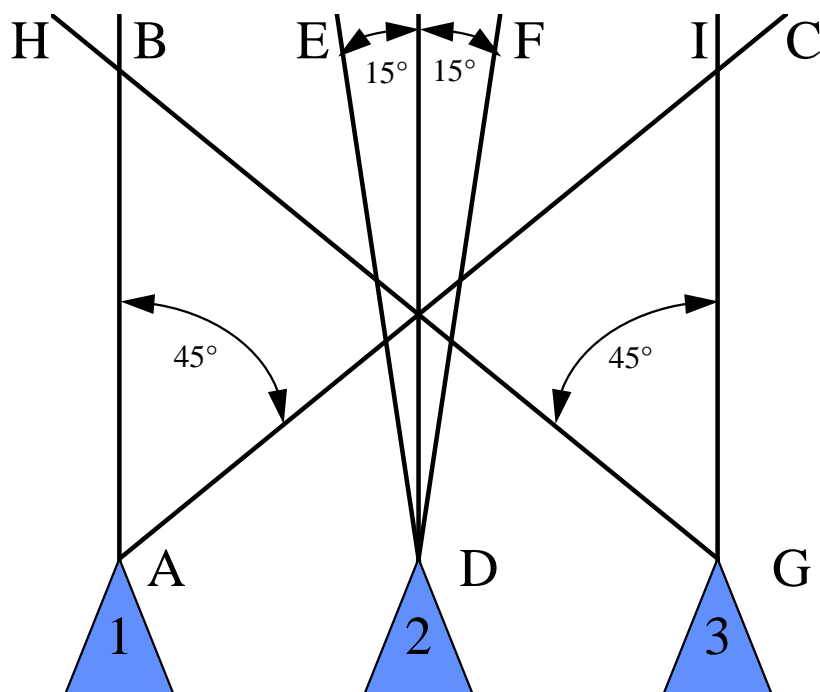
AUTOMATIC TRAP





9.19.2

Trap Horizontal Angles



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

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

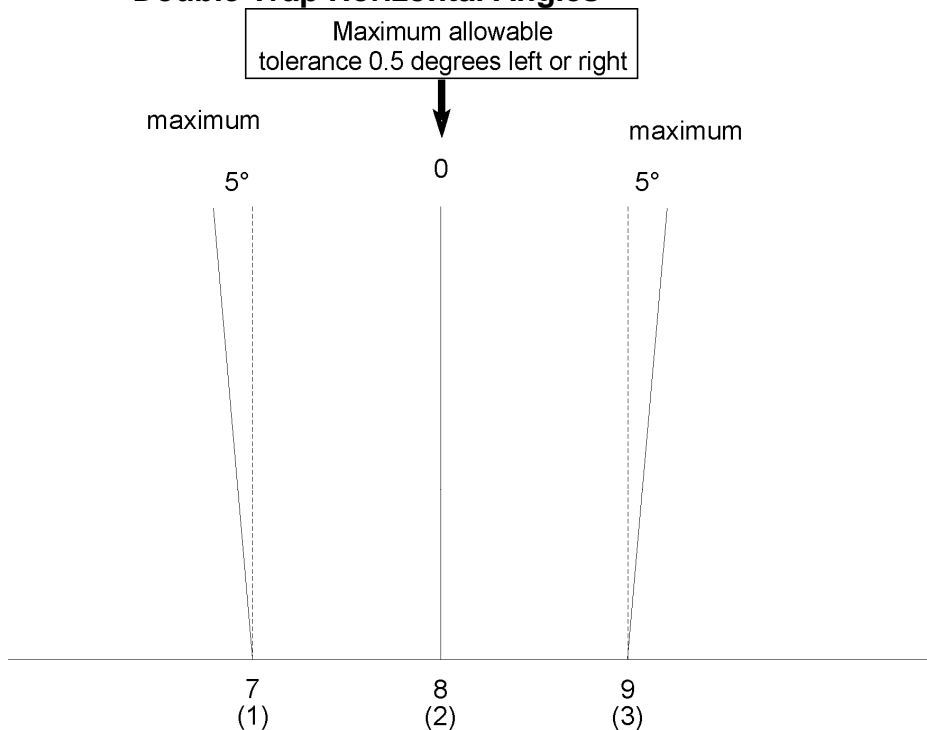
Targets from machine No. 2 must fall in area D E F.

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



9.19.3

Double Trap Horizontal Angles



9.19.4

Trap Setting Tables (I-IX)

(see Rule 9.15.4)

Table I

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



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

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



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

Table V					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	45 degrees to right	1.60 m	76 m +/- 1 m	
	2	0 degrees	3.00 m		
	3	45 degrees to left	2.00 m		
2	4	40 degrees to right	2.80 m		
	5	10 degrees to left	1.50 m		
	6	45 degrees to left	2.00 m		
3	7	35 degrees to right	3.00 m		
	8	5 degrees to left	1.80 m		
	9	40 degrees to left	1.50 m		
4	10	25 degrees to right	1.80 m		
	11	0 degrees	1.60 m		
	12	30 degrees to left	3.40 m		
5	13	30 degrees to right	2.00 m		
	14	10 degrees to right	2.40 m		
	15	15 degrees to left	1.80 m		



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

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



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

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



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