

## FINALS 2013 ~ 2016 General Outline

This Finals program is basically a “head to head,” or “knock out” competition and consists of **2** stages:-

**1 x Semifinal**

**2 x Medal Matches**

- The top **6** athletes after the end of the Qualification rounds qualify for the **Semifinal**
- Finalists start at “**0**” (**Zero**) at the beginning of every stage, Qualification scores or previous stage scores are not carried forward.
- Before the **Semifinal** the 6 athletes will be issued with new BIB numbers (1 - 6) according to their Qualification ranking. (*highest ranking has BIB number 6*)
- The lowest BIB numbered athlete competing in a stage **ALWAYS** shoots first.

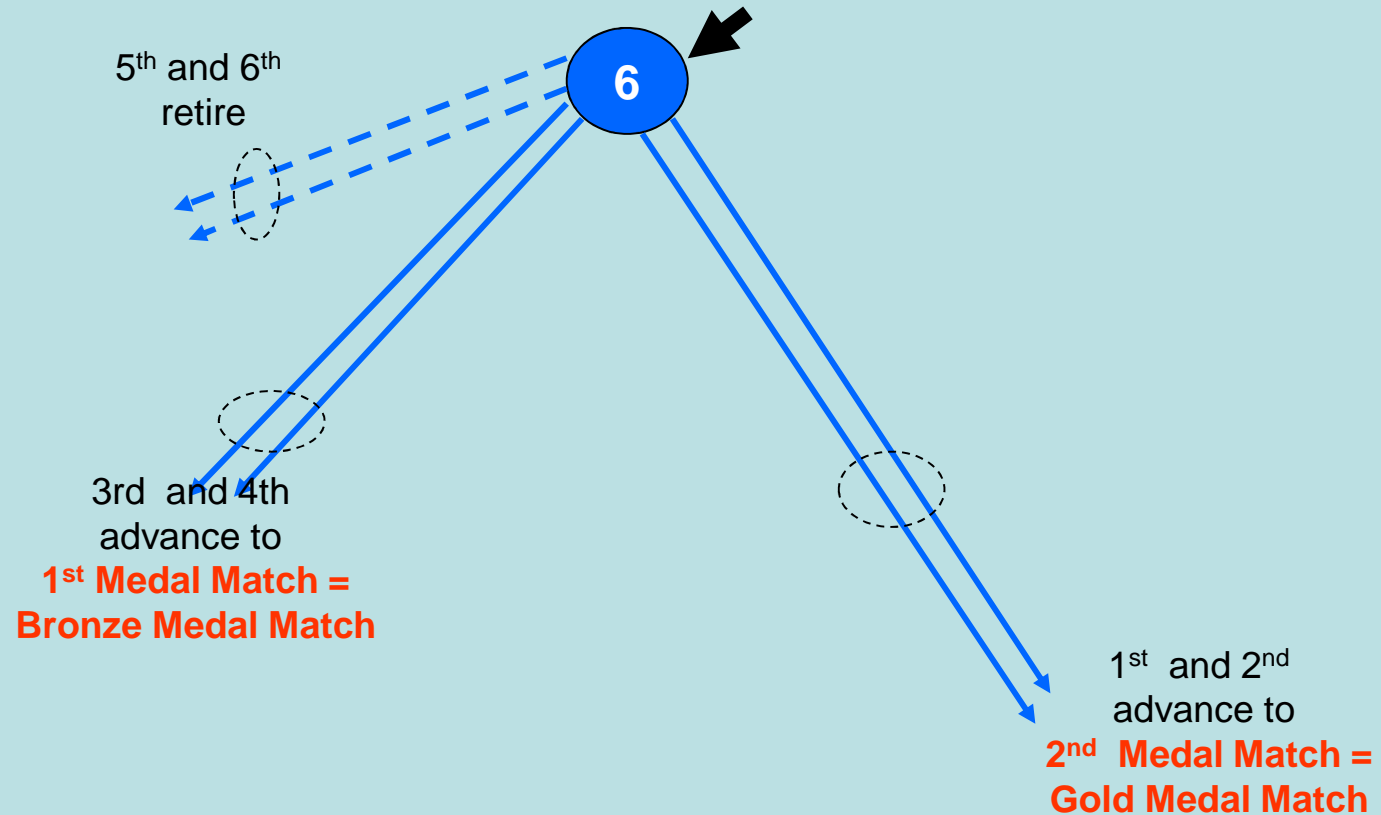
## General Outline



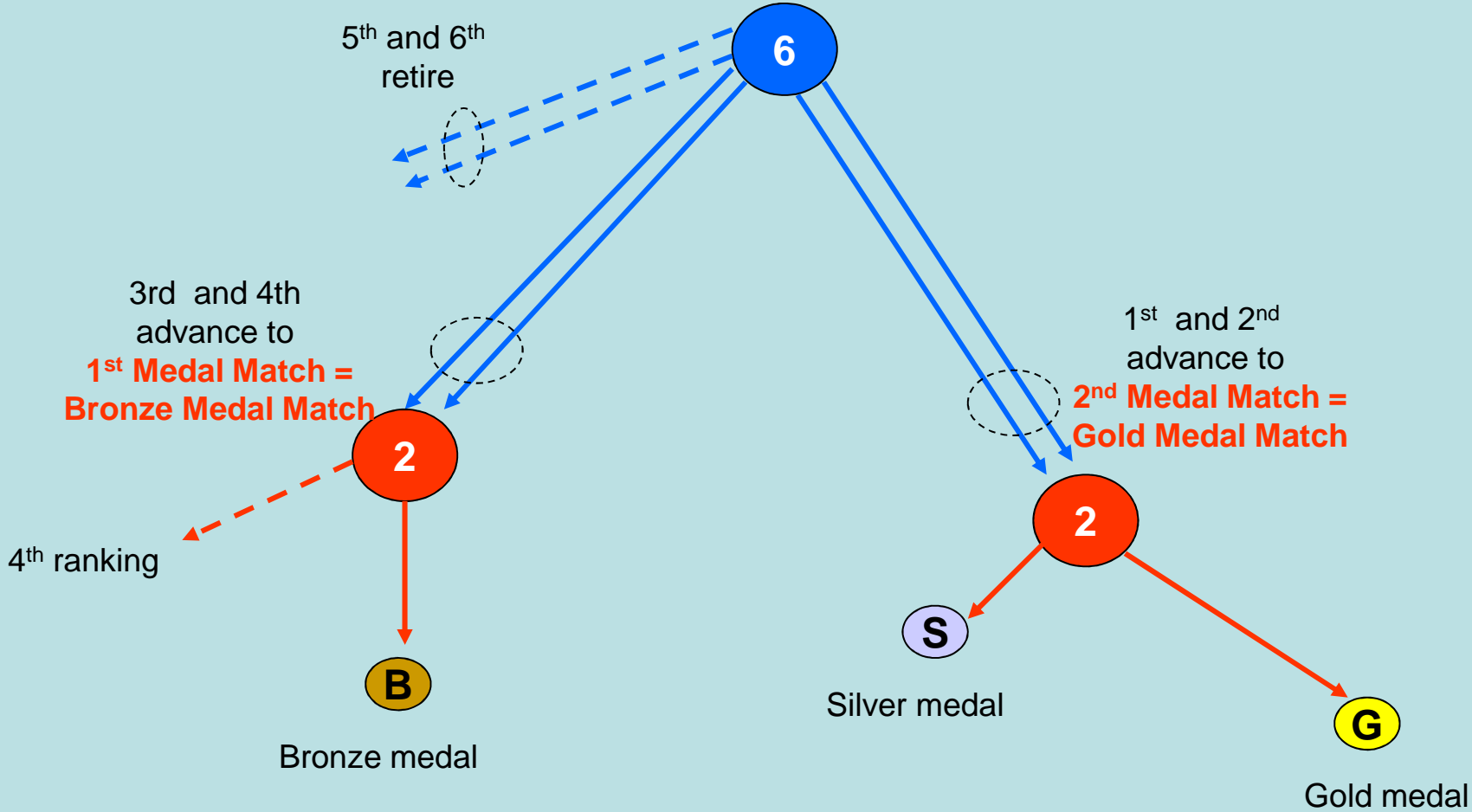
**Semifinals Squad**  
**6 Athletes + 1 Jury Member + 1 Referee**

## General Outline

The FINALS SQUAD (the top 6)  
after the Qualification  
rounds shoot in the **Semifinal**



# General Outline



## Procedures for each Event

The **Semifinal** and **Medal Matches** will be shot according to the following table :-

EVENT	SHOOTING STATIONS	TOTAL NUMBER of TARGETS	DISTRIBUTION
TRAP	2, 3 and 4	15 random distribution	2 x Right 2 x Left 1 x Center
DOUBLE TRAP	2, 3 and 4	30 (15 doubles) random distribution	2 x scheme "A" 2 x scheme "B" 1 x scheme "C"
SKEET	3, 4, 5 and 4	16 (8 doubles)	1 x regular and 1 x reverse double on each station

## Procedures for each Event

### SEMIFINAL and MEDAL MATCHES ESTIMATED TIMES

EVENT	NUMBER of ATHLETES	TARGETS per ATHLETE	SHOOTING STATIONS	ESTIMATED TIME TAKEN*
SEMIFINAL	TRAP 6	15	2 3 and 4	15 ~ 20 mins
	DOUBLE TRAP 6	30 (15 Doubles)		
	SKEET 6	16 (8 Doubles)	3 4 5 and 4	

EVENT	NUMBER of ATHLETES	TARGETS per ATHLETE	SHOOTING STATIONS	ESTIMATED TIME TAKEN*
MEDAL MATCH	TRAP 2	15	2 3 and 4	10 ~ 12 mins
	DOUBLE TRAP 2	30 (15 Doubles)		
	SKEET 2	16 (8 Doubles)	3 4 5 and 4	

#### ESTIMATED TIME:- (\*NOT including Shoot-offs)

1 x SEMIFINAL	15 ~ 20 minutes	}	TOTAL = 45 ~ 54 mins*
2 x Changeovers	5 minutes each		
2 x MEDAL MATCHES	10 ~ 12 minutes each		

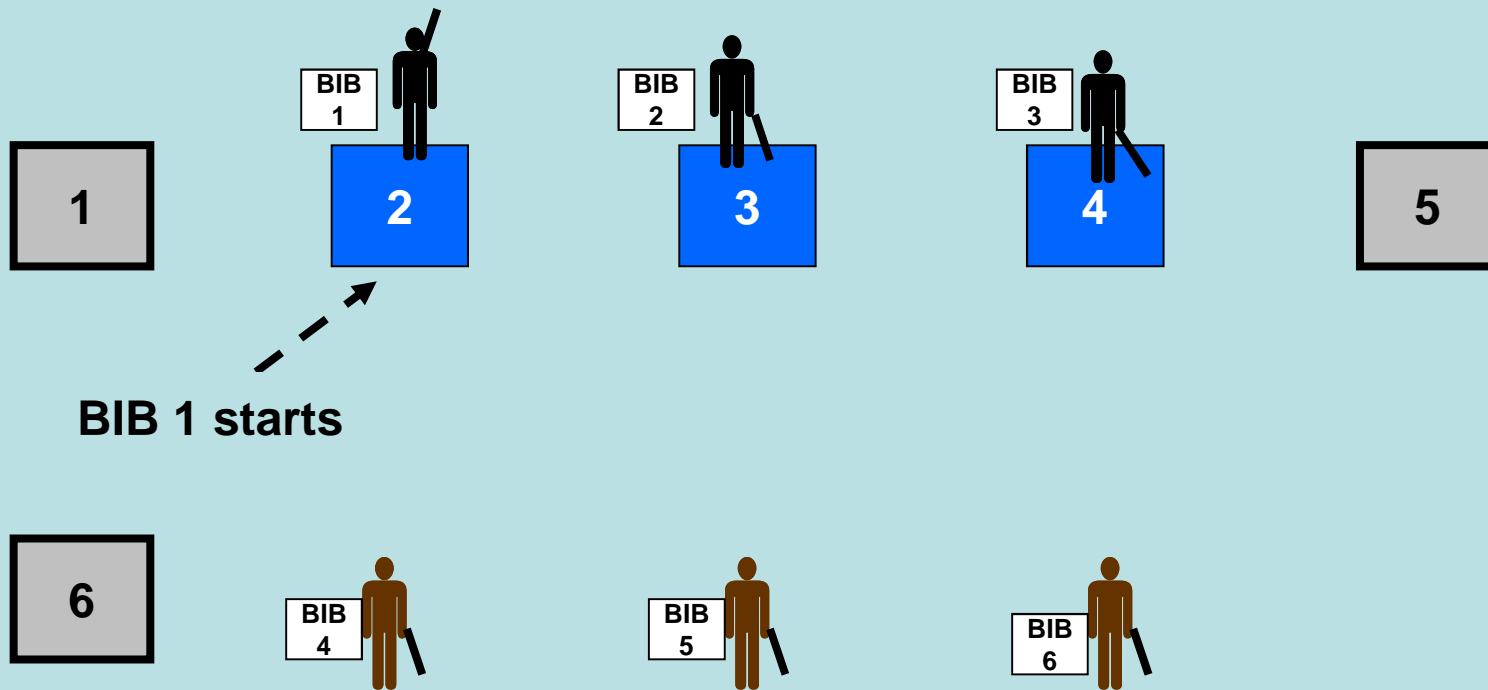
# Procedures for a SEMIFINAL

## TRAP

2x Left 2x Right 1x Centre  
randomly  
sometime during the round.  
Using stations 2, 3 and 4 only  
**TOTAL 15 targets**

## DOUBLE TRAP

2x doubles scheme "A",  
2x doubles scheme "B"  
and 1x double scheme "C"  
randomly sometime during the round  
shooting on stations 2, 3 and 4 only  
**TOTAL 15 Doubles**



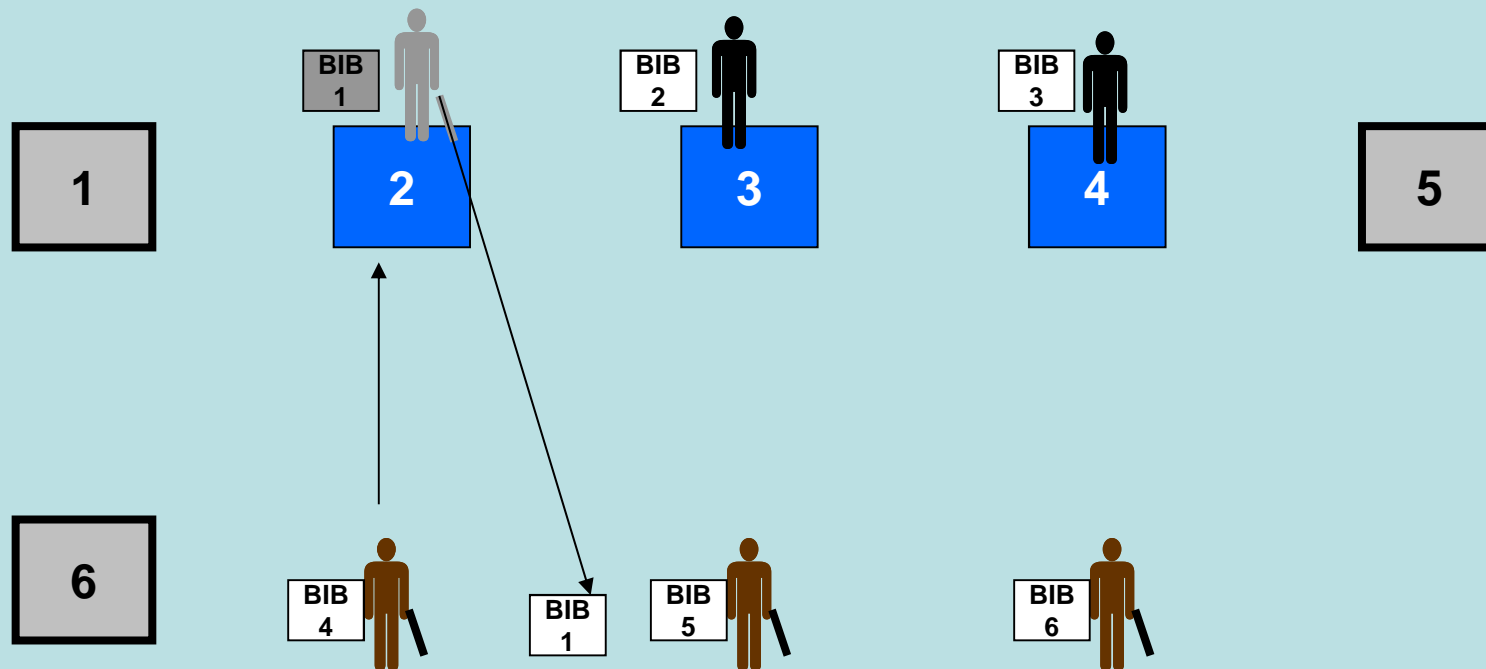
# Procedures for a SEMIFINAL

## TRAP and DOUBLE TRAP

### SHOWING:

Athlete with BIB No.1 having shot moves to a designated area to the rear of station 3 and immediately adjacent to BIB No.5

Athlete with BIB No. 4 will then move onto the now vacant on station 2



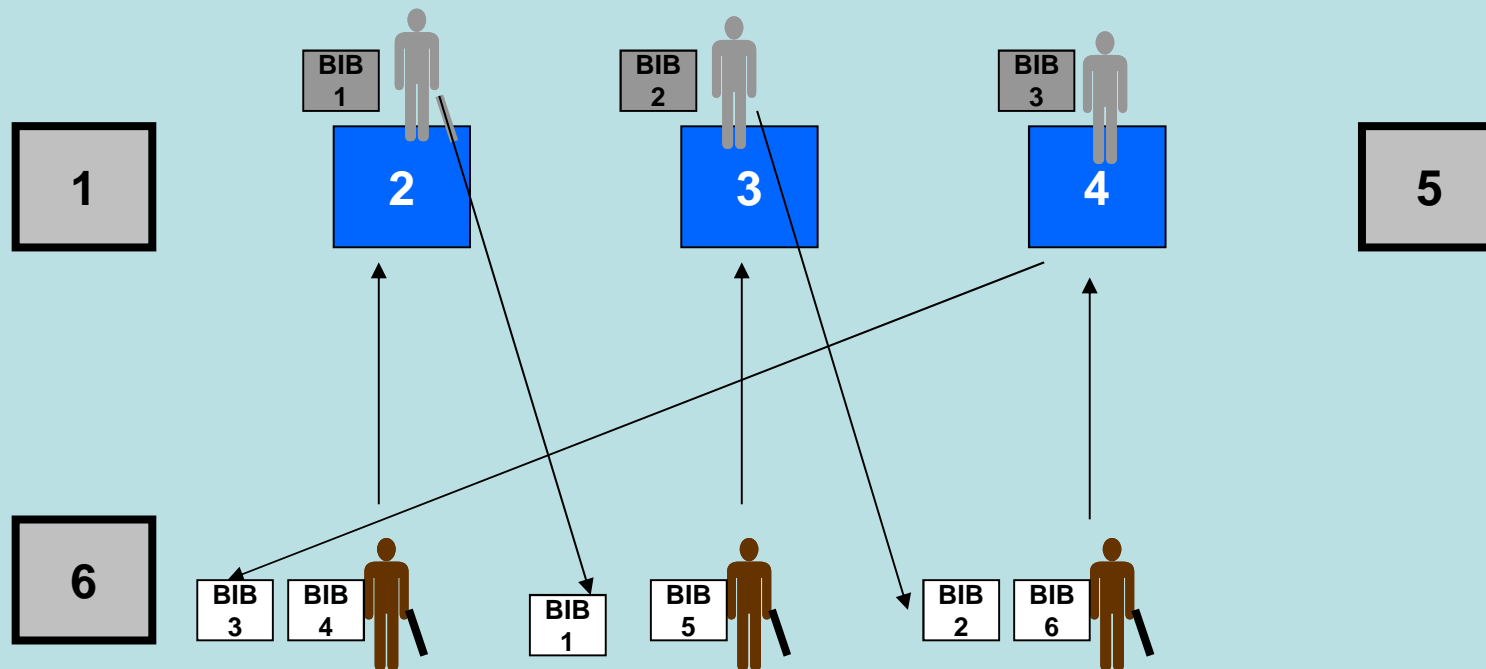


# Procedures for a SEMIFINAL

## TRAP and DOUBLE TRAP

### SHOWING:

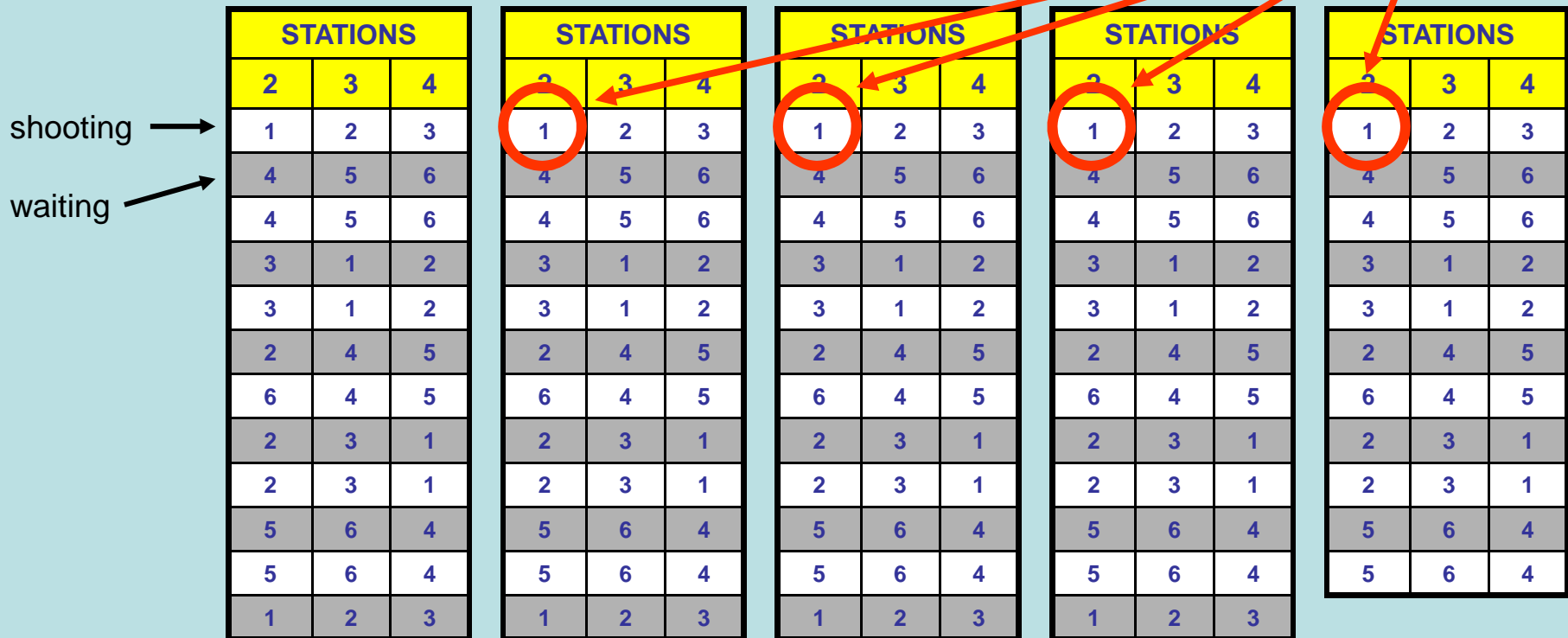
The positions when athletes with BIB Nos.1 to No.3 have all shot once.



**Trap: 15 targets**

**Double Trap: 15 doubles**

**Scoreboard pauses**



**TRAP**  
 2x Left 2x Right 1x Centre  
 randomly sometime during the round.  
 using stations 2, 3 and 4 only  
**TOTAL 15 targets**

**DOUBLE TRAP**  
 2x doubles scheme "A", 2x doubles scheme "B"  
 and 1x double scheme "C"  
 randomly sometime during the round  
 using stations 2, 3 and 4 only  
**TOTAL 15 Doubles**

## During the Finals we introduce a “Scoreboard Pause”



### **PROCEDURE:**

The shooting is “paused” for **12 ~ 15** seconds during the round every time the athletes have all shot at the same designated number of targets.

### **METHOD:**

The pause and duration will be indicated each time on the appropriate station microphone stand. The Referee will command “**READY**” when shooting is to continue.

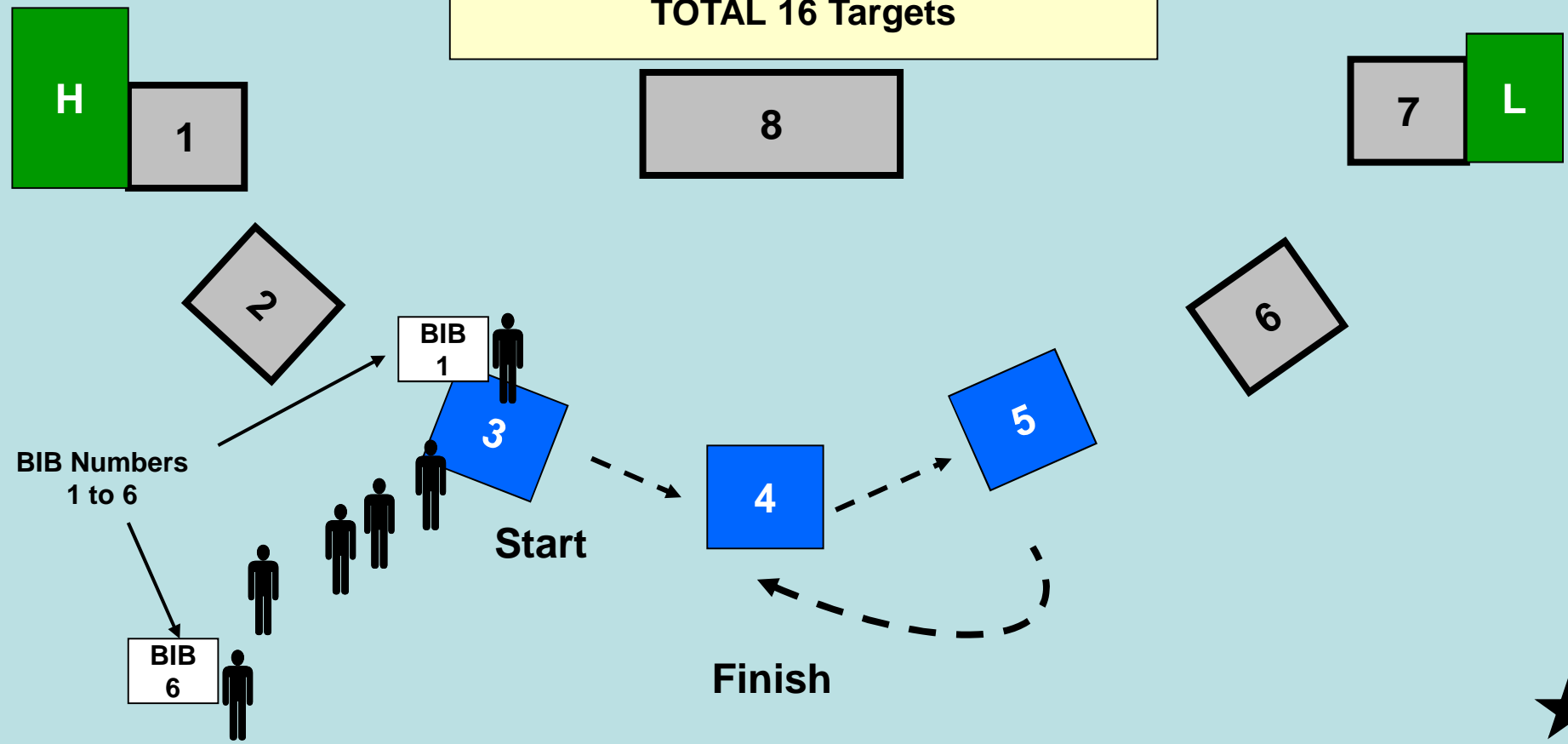
### **PURPOSE:**

TV presenters will use this pause to update their graphics and changes in scores and rankings. The Announcer will also make brief comments for the benefit of journalists and spectators.

# Procedures for Semifinal

## SKEET Start Positions

Shooting at 1x "regular" double and  
1x "reverse" double on stations  
3 > 4 > 5 > 4 only  
  
TOTAL 16 Targets



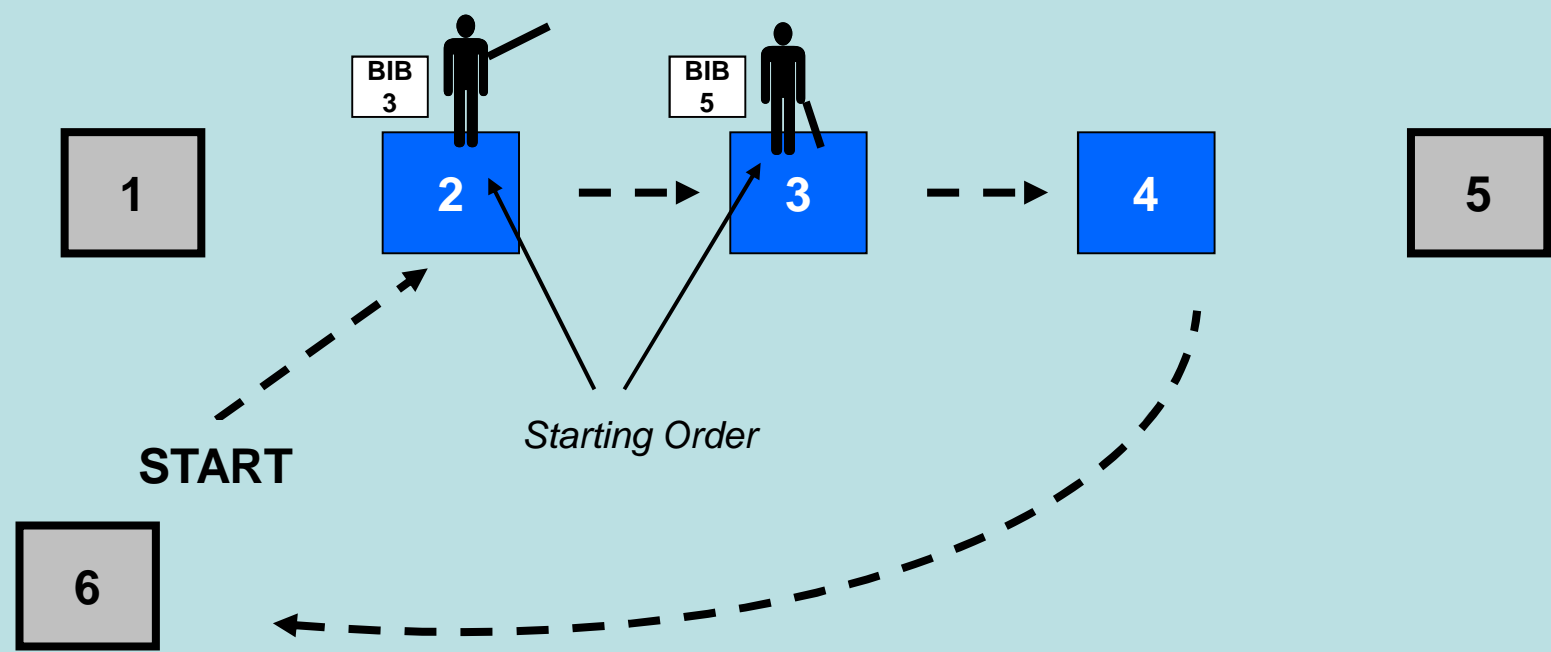
# Procedures for each Medal Match

## TRAP

2x Left 2x Right 1x Centre  
randomly  
sometime during the round.  
Using stations 2, 3 and 4 only  
**TOTAL 15 targets**

## DOUBLE TRAP

2x doubles scheme "A",  
2x doubles scheme "B"  
and 1x double scheme "C"  
randomly sometime during the round  
shooting on stations 2, 3 and 4 only  
**TOTAL 15 Doubles**



## The MEDAL MATCH Scoreboard pause

### TRAP and DOUBLE TRAP

Each athlete arriving on **Station 2 only** must wait for the end of a **15 second pause** before the Referee calls “READY”.

The athlete then has a further **12 seconds** preparation time to call for the target(s)

TRAP & D.TRAP STATIONS		
2	3	4
1	2	x
x	1	2
2	x	1
1	2	x
x	1	2
2	x	1
1	2	x
x	1	2
2	x	1
1	2	x
x	1	2
2	x	1
1	2	x
x	1	2
2	x	1

### SKEET

Number 1 athlete only  
 Each time on a new station, before calling for the target(s), must wait for the end of a **15 second pause** before the Referee calls “READY”.

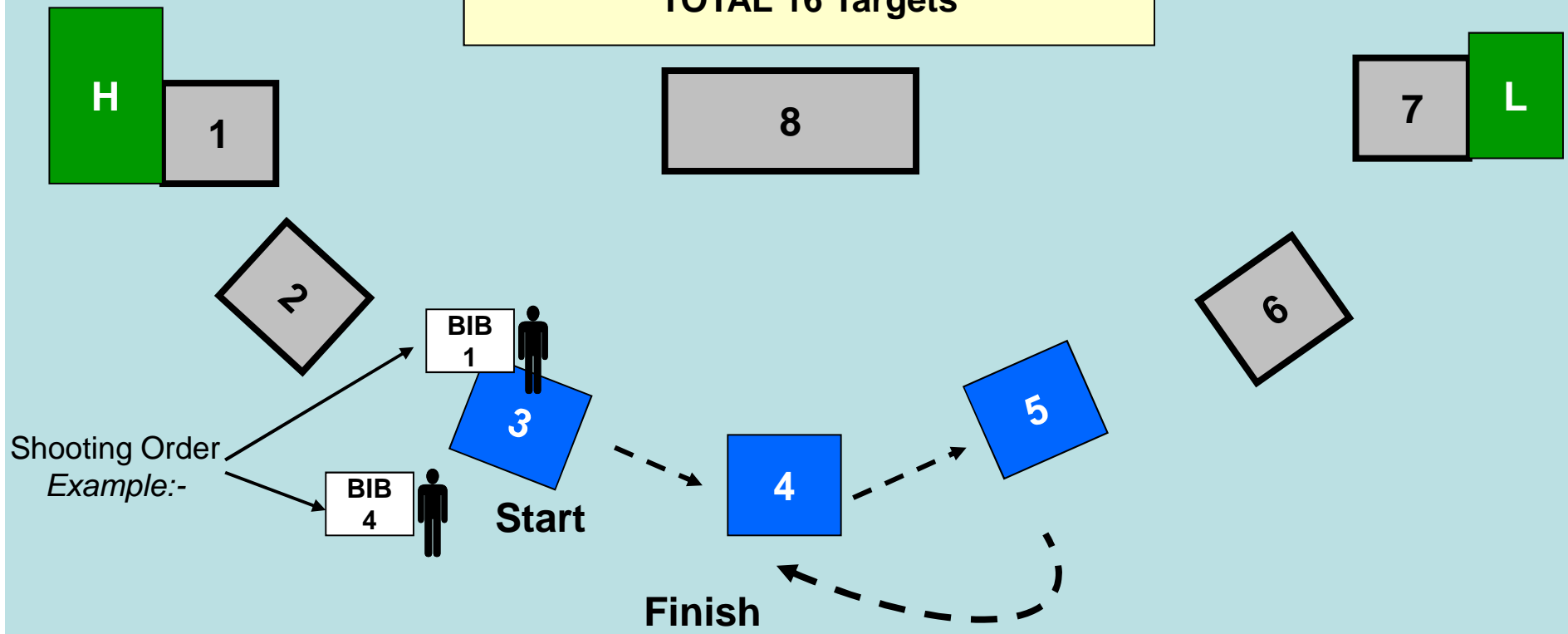
He then has a further **12 seconds** preparation time to call for the target(s)

# Procedures for each Medal Match

## SKEET

NO "Test Fire" or Target Preview

Shooting at 1x "regular" double and  
1x "reverse" double on stations  
3 > 4 > 5 > 4 only  
**TOTAL 16 Targets**



**SKEET “Order of Fire” for Semifinal and Medal Matches**

STATION	DOUBLE	SHOOTING ORDER
<b>3</b>	Regular	High - Low
	Reverse	Low - High
<b>4</b>	Regular	High - Low
	Reverse	Low - High
<b>5</b>	Regular	Low – High
	Reverse	High - Low
<b>4</b>	Regular	High – Low
	Reverse	Low - High



# Tie Breaking

## BEFORE the Semifinal

Ties  
within the **Top 6**



**NO ACTION REQUIRED**  
Shooting Order will be decided by  
lowest BIB number always shooting first

Ties  
when there are more tied  
athletes than there are  
vacant places in the **Top 6**



Entry into the Semifinal  
is decided by **SHOOT-OFF** \*

\* As in Rule 9.15.5

# Tie Breaking

## AFTER the **Semifinal**

**If 2 athletes**  
tie for 5<sup>th</sup> & 6<sup>th</sup> positions



Compare "Count Back" of  
each athletes **Semifinal** round  
↓  
If still tied use Qualification ranking

**If 3 or more athletes**  
tie for 5<sup>th</sup> & 6<sup>th</sup> positions



**"Shoot-off"**

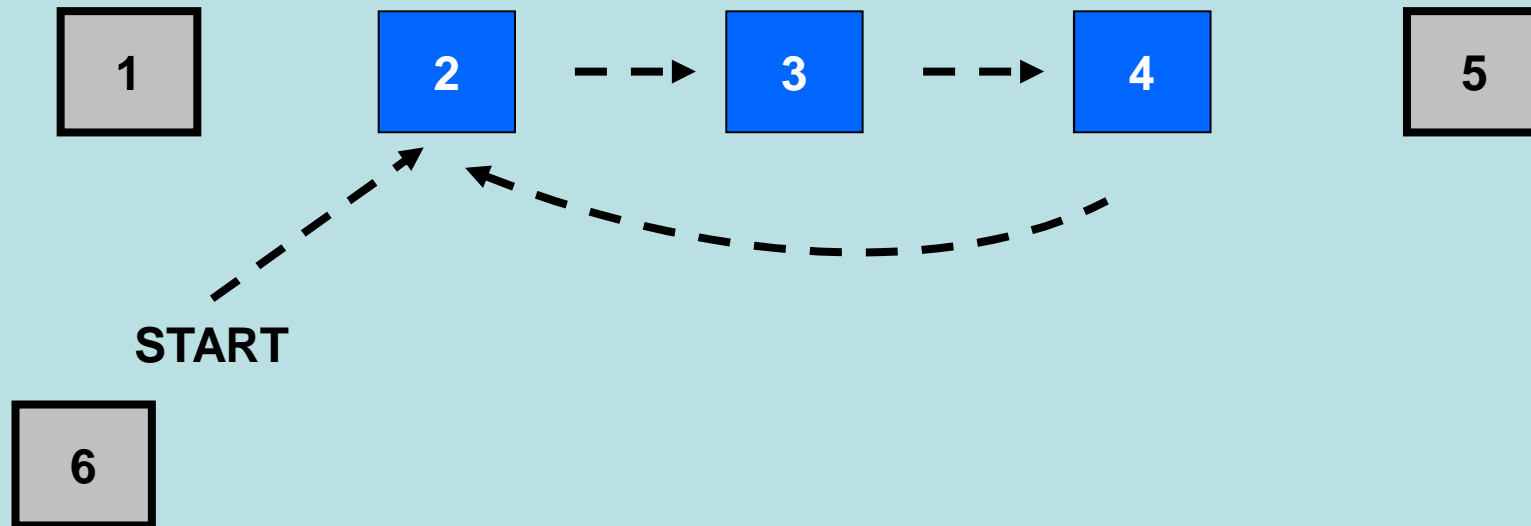
**All other ties in the Finals program will be decided by a "Shoot-off"**

# Tie Breaking

## TRAP (Shoot-off)

### **“Miss” and “Out”**

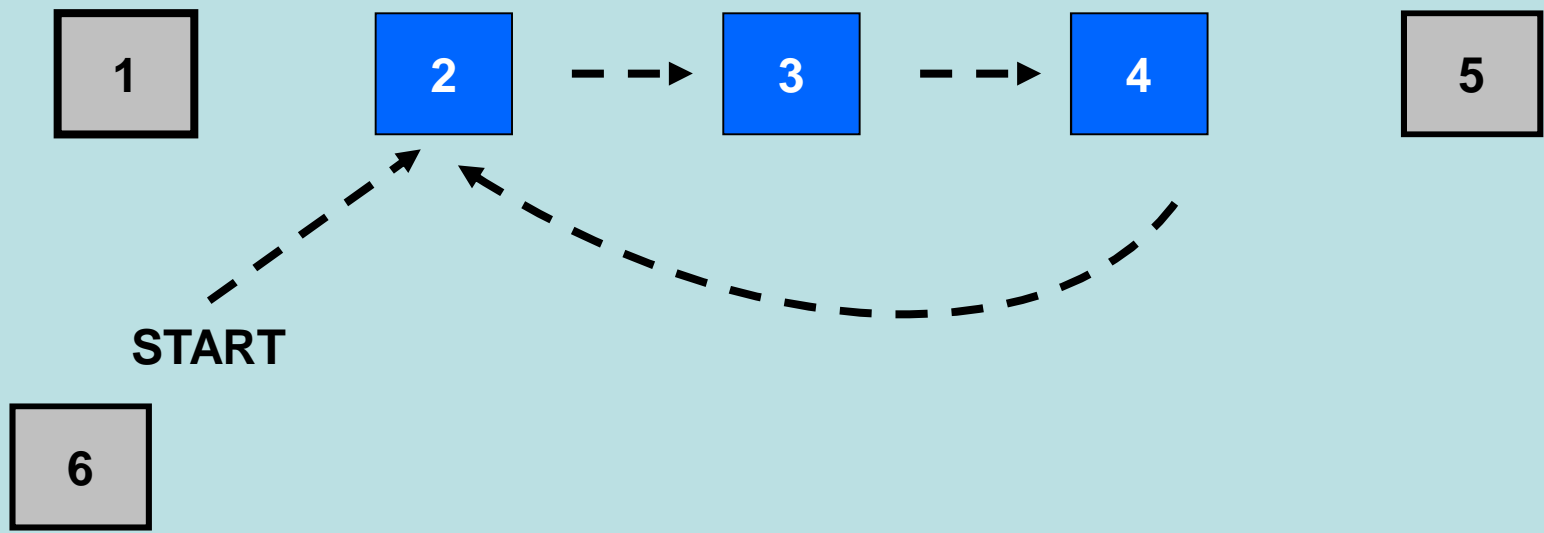
Single shot, shooting at a randomly selected targets from the group in front of Stations 2 3 and 4 only



# DOUBLE TRAP

(Shoot-off)

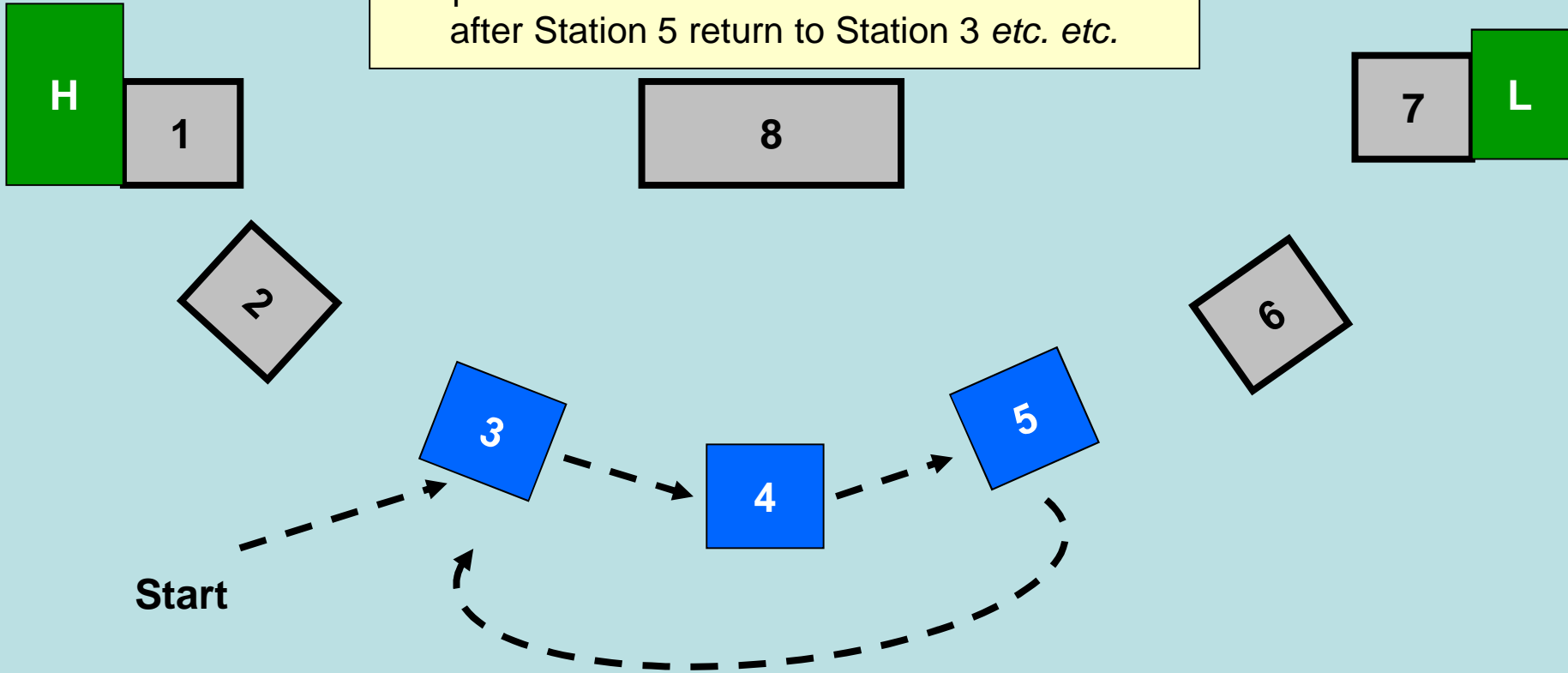
**“Miss” and “Out”**  
Using machines **7** and **9** only  
Shooting at **scheme “C” Doubles**  
in turn from  
Stations **2 3 and 4** only



# Tie Breaking

## SKEET (Shoot-off)

**“Miss” and “Out”**  
Shooting in turn firstly at a “regular” double on station 3. If still tied a “reverse” double on station 3. If still tied continue the same procedure on Stations 4 and 5. If still tied after Station 5 return to Station 3 etc. etc.



## Organising the Shotgun FINALS

(Responsibilities: From end of Qualifications to the Awards Ceremony)

*NEW  
Finals  
Scripts*

### The ISSF will prepare a series of scripts for the Finals:-

#### **Part 1.**

A complete overview with detailed information, relevant Rules, commentary, Official Commands and Public Announcements etc.

#### **Part 2.**

For Chief Range Officers, Referees and other essential technical range Staff who are required to operate the Finals range.

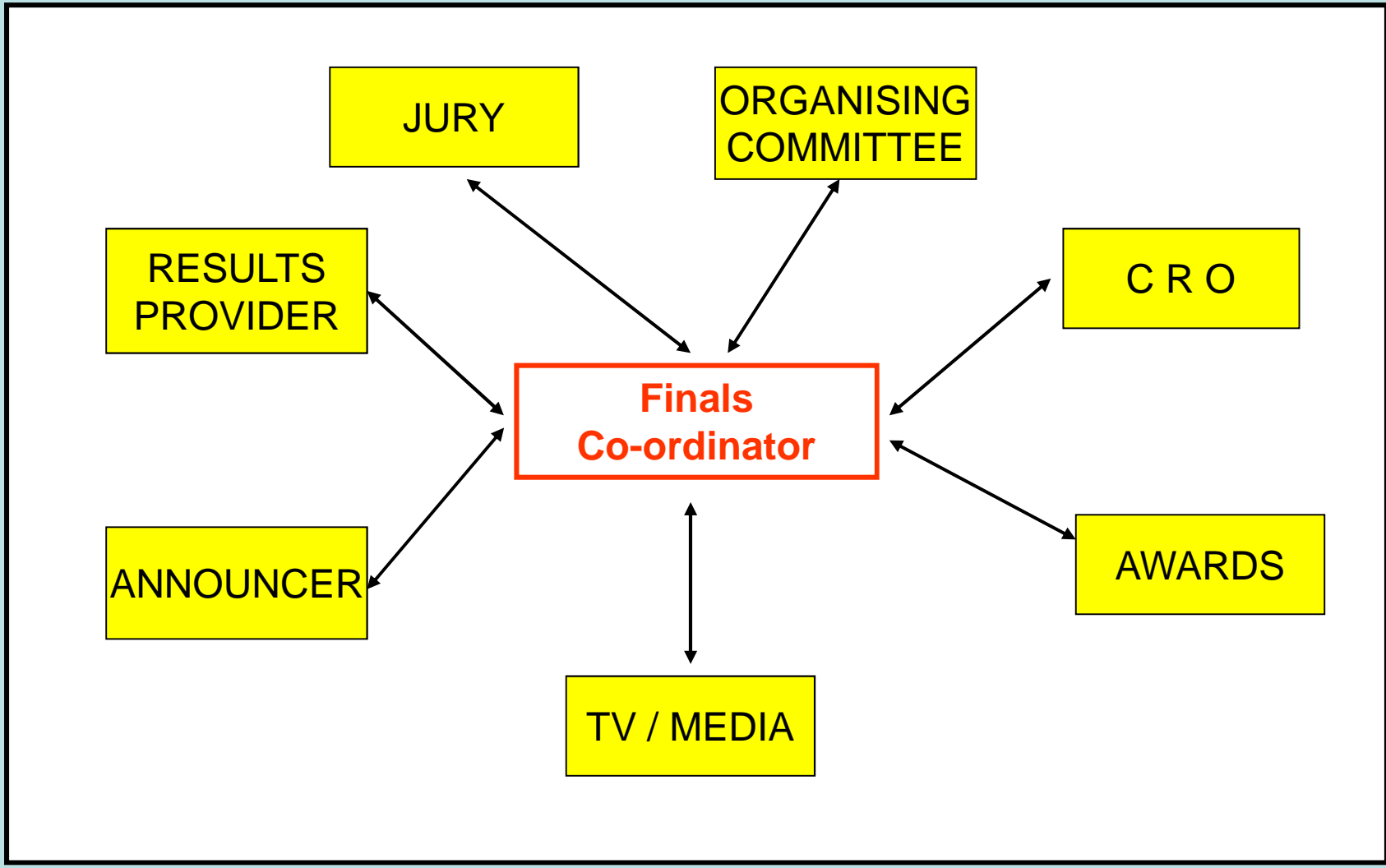
#### **Part 3.**

The Announcer's script detailing standard commentaries to be used during the various phases of the Finals.



# Organising the Shotgun FINALS

(Responsibilities: From end of Qualifications to the Awards Ceremony)



## SEMIFINALS “Countdown”



**Reporting Time** (as published in the program)

1. The **6** Finalists place guns *etc.* on the Finals range.
2. Then move to the “Reporting Area” correctly dressed for instructions and Jury check. New BIB numbers checked.

**At 10 minutes before scheduled “START” time**

3. On a given command Finals party will move onto Finals range to collect gun and equipment and await Referee’s instructions for “**View Targets**” “**Warm Up**” and “**Test Fire**”



### 3. SEMIFINALS - "Countdown"

