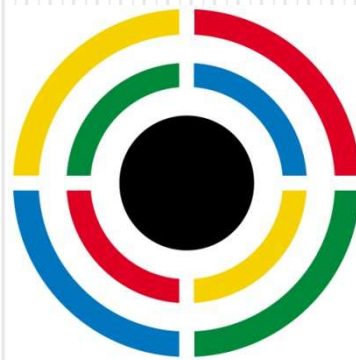


# SHOTGUN RULE CHANGES 2013

## SUBSTANTIAL CHANGES



**ISSF**

# GENERAL

- 9.2.7 EYE AND EAR PROTECTION
- ALL ATHLETES, REFEREES AND OFFICIALS ARE URGED TO WEAR SHATTERPROOF SHOOTING GLASSES OR SIMILAR EYE PROTECTION; AND

# GENERAL

- **9.4.1 EQUIPMENT CONTROL**

- The Jury must implement a program of Equipment Control for inspecting guns, clothing and other equipment. The Jury has the right to examine any item of an athlete's equipment including clothing. Team leaders are held equally responsible for their team member's proper use of equipment in accordance with these rules.

**All athletes must present themselves to Equipment Control during the published times. A one (1) point penalty will be imposed for any athlete failing to attend during these times.**

# GENERAL

- 9.4.2 SHOTGUNS
- 9.4.2.1. Types of Shotguns
- ALL TYPES OF SMOOTHBORE SHOTGUNS, INCLUDING SEMI-AUTOMATICS, BUT **EXCLUDING PUMP ACTION SHOTGUNS**, MAY BE USED, PROVIDED THEIR CALIBER DOES NOT EXCEED 12 GAUGE. SHOTGUNS SMALLER THAN 12 GAUGE MAY BE USED.

# GENERAL

- **9.6 SHOOTING EVENTS AND COMPETITION PROCEDURES**
- **9.6.1 SHOTGUN EVENTS**

EVENT	NUMBER OF TARGETS	
	MEN	WOMEN
TRAP in rounds of 25 targets	125 + Finals	75 + Finals
<b>D.TRAP in rounds of 30 targets</b>	<b>150 + Finals</b>	<b>120</b>
SKEET	125 + Finals	75 + Finals

# COMPETITION RULES TRAP

- 9.7.2 Method
- All guns must be carried **OPEN** and **UNLOADED** when moving between **all** Stations ~~1 and 5~~, and must be carried ~~**OPEN** and **UNLOADED**~~ when moving from ~~Station 5 to Station 6~~ and when moving from ~~Station 6 to Station 1~~;
- **Any athlete who carries a loaded shotgun between stations must be given an initial WARNING (Yellow card); any further occurrences in the same round will result in DISQUALIFICATION;**

# COMPETITION RULES TRAP

- **9.7.3 Preparation Time Limit**
- An athlete must take his/her position, close the gun and call for the target within **twelve (12)** seconds after the previous athlete has fired at a regular target and the result is registered, or after the Referee has given the command “**START**”;
- **Where squads consist of five or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1.**

# COMPETITION RULES TRAP

- 9.7.5.3. Target Limits

- Height at 10 m -- 1.5 m to ~~3.5 m~~ **3.0 m** with a tolerance of +/- ~~0.5 m~~ **0.15 m**;

- ~~9.7.8.5. Simultaneous Discharge~~

- ~~A "NO TARGET" must not be declared when two (2) shots are discharged simultaneously. The target upon which the simultaneous discharge occurred must be declared "LOST" or "HIT" according to the result.~~

- ~~If after a simultaneous discharge the Referee agrees with the athlete that the gun is in need of repair, then action may be taken according to the **Rules for "Disabled Shotguns"**.~~



# COMPETITION RULES DOUBLE TRAP

- **9.8.2. Method**

- When the first athlete 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 Double must be thrown ~~within an indefinite period varying randomly from zero (0) to a maximum of one (1) second~~ **immediately**;

# COMPETITION RULES DOUBLE TRAP

- 9.8.2 Method

- All guns must be carried **OPEN** and **UNLOADED** when moving between **all** Stations ~~1 and 5~~, and must be carried ~~**OPEN** and **UNLOADED**~~ when moving from ~~Station 5 to Station 6~~ and when moving from ~~Station 6 to Station 1~~;
- **Any athlete who carries a loaded shotgun between stations must be given an initial WARNING (Yellow card); any further occurrences in the same round will result in DISQUALIFICATION;**

# COMPETITION RULES DOUBLE TRAP

- **9.8.3 Preparation Time Limit**
- An athlete must take his/her position, close the gun and call for the target within **twelve (12)** seconds after the previous athlete has fired at a regular target and the result is registered, or after the Referee has given the command “**START**”;
- **Where squads consist of five or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1.**

# COMPETITION RULES DOUBLE TRAP

- **9.8.5. TARGET DISTANCES, ANGLES and ELEVATIONS**
- **Double Trap Setting Table**
- **\* Note:** The angles between trap machines 7-8 and 8-9 must be set to five (5) degrees and between trap machines 7-9 must be set to ten (10) degrees. These angles must not be exceeded. **Target distribution shall be random, but each athlete must receive one scheme “A” Double, one scheme “B” Double and one scheme “C” Double on each Station sometime during each round.**

# COMPETITION RULES DOUBLE TRAP

- 9.8.6.1. Trial Targets

- Each day, after the traps have been adjusted and approved by the Jury, one (1) trial regular Double must be thrown **for each setting one scheme "A", one scheme "B" and one scheme "C"** before each round;

- 9.8.6.2. ~~FINALS~~ and Shoot-off Settings

- ~~Setting "C" must be used for all Double Trap "Finals" and all shoot-offs before and after the "Finals".~~ **Double Trap shoot-offs before the Finals shall be conducted as described in Rule 9.15.5.3. Shoot-offs after the Finals shall be conducted according to Rule 9.17.2.9**

## COMPETITION RULES DOUBLE TRAP

- **9.8.8.5. Shooting into the Ground**
- **An athlete who shoots into the ground shall receive an initial WARNING (Yellow Card). For a repetition in the same round, both targets will be declared LOST whether hit or not.**

# COMPETITION RULES DOUBLE TRAP

- ~~9.8.8.6. Simultaneous Discharge~~
- ~~The double must be declared “NO TARGETS” when two (2) shots are discharged simultaneously by an athlete a maximum of two (2) time in a round.~~
- ~~If an athlete has a third or subsequent occurrence in the same round, the targets must be scored “LOST” and “LOST” whether they were hit or not.~~
- ~~If after a simultaneous discharge the Referee agrees with the athlete that the gun is in need of repair, then action may be taken as in Rule “Actions after Malfunctions are declared”.~~

# COMPETITION RULES SHEET

STATION	TARGET	ORDER
1	Single	High
	Double	High - Low
2	Single	High
	Double	High - Low
3	Single	High
	Double	High - Low
4	<b>Single</b>	<b>High</b>
	<b>Single</b>	<b>Low</b>
5	Single	Low
	Double	Low - High
6	Single	Low
	Double	Low - High
7	Double	Low - High
4	<b>Double</b>	<b>High-Low</b>
	<b>Double</b>	<b>Low-High</b>
8	Single	High
	Single	Low



# COMPETITION RULES SHEET

- **9.9.3. Preparation time limits**
- 9.9.3.2. 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)~~ twelve (12) seconds** between the previous shot and calling for the next target or targets, according to the correct order of fire;

# COMPETITION RULES SHEET

- **9.9.3.8. SIGHTING on the RANGES**

Aiming and sighting 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;
- An athlete is **not** permitted to go **beyond station 3 towards any other station prior to the start of the round**;
- After the Referee has ordered "**START**" only on Stations 1, ~~and 8~~ before calling for the target(s), is the athlete permitted to raise the gun to the shoulder and sight for a few seconds for **both the Single target and the Double**;

# COMPETITION RULES SHEET

- 9.9.3.12.1. The ISSF Official marker tape must be:
- 250mm long, 30mm wide, yellow in color with a black border **and bearing the ISSF logo;**
- 9.9.3.12.2. Marker tape check
- The Jury must implement a program during the hours of pre-event training to check the position of all competitors' official marker tapes. **This is a one-time control. After marker tapes are checked, an ISSF clothing seal shall be permanently affixed to the vest. Juries will continue to monitor vests with seals and any athletes who are found to have made changes in the vest or marker tape location will receive a penalty of three (3) points.**

# GENERAL TECHNICAL RULES

- 6.4.21.2 Skeet target distances and elevations
- In calm weather conditions targets must carry a minimum distance of ~~65~~ **68.00 m +/- 1.00 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.

# COMPETITION RULES SKEET

- 9.9.3.14.4. Shooting out of turn
- If an athlete inadvertently shoots out of turn, the result of the shot(s) shall be recorded and the athlete given an official WARNING (Yellow Card). Any repetition in the same round will result in the target(s) shot at being declared “LOST” and the matter referred to the Jury. The athlete may be DISQUALIFIED (Red Card).

# COMPETITION RULES SKEET

- ~~● 9.9.3.15. SIMULTANEOUS DISCHARGE~~
- ~~● the single or double must be declared "NO TARGET(s)" when two (2) shots are discharged simultaneously by an athlete a maximum of two (2) times in a round~~
- ~~● if an athlete has a third or subsequent occurrence in the same round when shooting at a single target it must be scored "LOST" whether it was hit or not~~
- ~~● if an athlete has a third or subsequent occurrence in the same round when shooting at "Doubles" the targets must be scored "LOST" and "LOST" whether the targets were hit or not~~
- ~~● if after a simultaneous discharge the Referee agrees with the athlete that the gun is in need of repair, then action may be taken as in Rules for "DISABLED SHOTGUNS".~~

# MALFUNCTIONS

- **9.11.1. MALFUNCTION DEFINITION**
- **Failure of a properly loaded gun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck or when a single pull of the trigger or the involuntary operation of both triggers on a double trigger gun produces a SIMULTANEOUS DISCHARGE, shall be recorded as a MALFUNCTION.**

# RULES OF CONDUCT FOR ATHLETES AND OFFICIALS

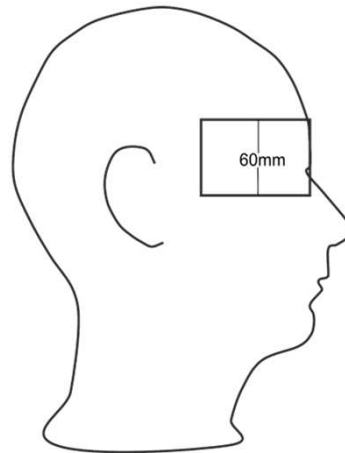
- 9.12.1. Competitors Clothing
- ~~9.12.1.2. Sneakers~~ **Open toe or open heeled shoes**, sandals or any other similar footwear ~~without a strap or full support at the heel, without a medical certificate~~ are not allowed



# RULES OF CONDUCT FOR ATHLETES AND OFFICIALS

- 9.12.4 Side Blinders

- Side blinders attached to the hat, cap, shooting glasses or to a head band, not exceeding ~~40~~ **60 mm** in depth are permitted. Blinders must not extend further forward than to a line from the center of the forehead.



# SHOOT-OFFS

- 9.15.4.3 Shoot-offs **AFTER** IN Finals
- Shoot-offs **after** in Finals shall be conducted in accordance with Finals tie-breaking **rules in 9.17.2.7**
- 9.15.4.4 Athlete preparation time in a shoot-off
- After the Referee gives the command "**START,**" or after the preceding athlete has fired at a regular target, an athlete must take position, load his gun and call for the target, or double, within ~~twenty (20)~~ **fifteen (15)** seconds. In case of non-compliance with this time limit penalties will be applied.

# SHOOT-OFF PROCEDURES (TRAP, D.TRAP, SKEET) before Finals

- 9.15.5.3 Double Trap

- ~~at Station 1 only, the athletes must be permitted to see one (1) regular Double, before the first athlete shoots~~ **The first athlete must always be permitted to see the Double to be shot on every Station before he shoots. The Double to be seen, must be released from the trap machines by the Referee before the athlete moves onto the Station. Each athlete in the shoot-off must receive a Double from the same machines;**

# DEDUCTION

- 9.15.5.3 Make up round of absent athlete
- The athlete 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) **points to be applied against the first three (3) targets hit** in the make up round. The athlete should, if possible, shoot a make up round on the same range as the one he had to leave.

# WRITTEN PROTESTS

- 9.16.9.2 Protest Time
- Any written protest must be **received within ~~thirty (30)~~ twenty (20) minutes** after the end of the round in which the incident is alleged to have occurred. The protest must be accompanied by the appropriate fee.

# APPEALS

- **9.16.10.1 Right to appeal**
- In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal, **except that decisions by a Finals Jury may not be appealed. The Finals Jury for Shotgun Finals shall be composed of two members of the Shotgun Jury and one member of the Jury of Appeal as decided by the Technical Delegate and Shotgun Jury Chairman.**

# APPEALS

- 9.16.10.2 Appeal time limit
- Such appeals must be submitted in writing **not later than ~~one (1) hour~~ twenty (20) minutes** after the Jury decision has been announced. The appeal must be accompanied by the appropriate fee.
- ~~9.16.10.3 Special circumstances~~
- ~~In special circumstances, the time for submitting appeals may be extended up to **twenty four (24) hours** by a decision of the Jury of Appeal. Such a decision may postpone the victory ceremony for the event under appeal.~~

# PROTESTS IN FINALS

- **9.17.2.5 FINALS OFFICIALS**

- **Finals Jury.** One member of the Jury of Appeal, the Jury Member-in-Charge and one other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, shall decide any protests that may be made during the Final.



# PROTESTS IN FINALS

- **9.17.5 PROTESTS DURING FINALS**
- If an athlete disagrees with a Referee's decision regarding a HIT, LOST, NO TARGET or IRREGULAR targets, he must act immediately before the next shooter fires, by raising an arm and saying 'PROTEST'.
- The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision.
- Any other protest by the athlete or the coach will be decided by the Finals Protest Jury immediately (Rule 9.17.2.6). The decision of the Finals Protest Jury is final and may not be appealed. If the protest is lost, a penalty of two (2) points shall be applied to the first two (2) HIT targets.
- No protest fee shall apply in Finals.

# GENERAL TECHNICAL RULES

- **6.3.7.2 “Flash” Targets**

- In Shotgun Finals, “Flash” targets containing red non-toxic powder must be used.
- In Shotgun Qualification Rounds and Shoot-offs before Finals, “Flash” targets containing ~~green~~ ISSF-approved non-toxic, colored powder may be used.
- If a target of the same external color, but containing the incorrect colored powder, is inadvertently thrown, the results of any shot at that target shall be recorded.
- In all cases where “Flash” targets are used, the “Flash” targets must comply with Rule 6.3.7.1.
- **6.3.7.3 Clay Target Testing**
- An ISSF-approved clay target testing device will be used to test the breakability of clay targets. Standards for the use of such devices will be established by the ISSF Shotgun and Technical Committees.

# GENERAL TECHNICAL RULES

- 6.12.5.2
- **In Shotgun events, non-verbal coaching is allowed.**
- 6.16.3
- A Protest Fee must be paid as follows:
- Protest: Euro ~~25.00~~ **50.00**
- Appeal of Protest Decision: Euro ~~50.00~~ **100.00**

# KEYS TO IMPROVED COMPETITIONS

Shotgun

# EVENT ORDER

- ❖ The event order is normally decided by the OC and the Technical Delegate in co-ordination with the ISSF Headquarters.
- ❖ The event order is sometimes affected by 'back to back' competitions.

# EVENT ORDER

Typical Event Order	1	2	3
<b>ISSF World Cups</b>	either TRAP  or SKEET	DOUBLE TRAP	either TRAP  or SKEET

# TYPICAL WC PROGRAM

4 – 5 RANGES

D1	D2	D3	D4	D5	D6	D7	D8	D9	D10
A R R I V A L	TR-M TR-W PET	TR-M TR-W 75 or 50  Final W	TR-M TR-W 50 or 75  Final M	DTR- M PET	DTR- M 150  Final M	SK-M SK-W PET	SK-M SK-W 75 or 50  Final W	SK-M  50 or 75  Final M	D E P A R T

## BASIC CONSIDERATIONS FOR SCHEDULE PLANNING

- ❖ Number of ranges
- ❖ Anticipated number of entries
- ✓ Number of squads
- ❖ Hours of daylight
- ❖ Lighting conditions in the morning
- ✓ If the conditions are poor then avoid to start the competition early in the morning



# BASIC CONSIDERATIONS FOR SCHEDULE PLANNING

- ❖ Time between rounds
  - ✓ Normally 30 minutes for Skeet
  - 25 minutes for Trap although 30 minutes is more safe and 15 minutes for Double Trap (New Rules)
- ❖ Start of the competition (Men) must be the same for both days.

# BASIC CONSIDERATIONS FOR SCHEDULE PLANNING

- ❖ It **IS** important that conditions (start times, ranges in use *etc*) for all **WOMEN** are equal and conditions for all **MEN** are equal.
- ❖ **they are 2 different competitions**
- ❖ Equity is important.

## Notes on Shoot-Offs & Finals

- ❖ Set the time of possible shoot-offs approximately 30 minutes after the end of the qualification rounds.
- ❖ Set the Reporting Time of the Finals approximately 30 minutes after the shoot-off starting time.

# SCHEDULE DESIGN

Round	Time	Range A	Range B	Range C	Range D
Round 1 M & W	08:30	1w	2w	3w	
	09:00	4w	5w	6w	
	09:30	7	8	9	10
	10:00	11	12	13	14
	10:30	15	16	17	18
	11:00	19	20	21	22
Round 2 – W	11:30	3w	1w	2w	
	12:00	6w	4w	5w	

# SCHEDULE DESIGN

(Day 2 Men)

Round	Time	Range A	Range B	Range C	Range D
Round 5	13:30	15	16	13	14
	14:00	19	20	17	18
	14:30	7	8	21	22
	15:00	11	12	9	10
	15:30				
	16:00	Possible Shoot-Off Men Range B			
	16:30	Reporting Time Final Men Range C			
	16:45	Final Men Range C			

# 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 colour of targets as are to be used in the official competition (9.6.2.1).
- ❖ Must be scheduled fairly between those Nations present in order that no advantage is given (9.6.2.1).
- ❖ Three (3) rounds, recommended.

# UNOFFICIAL TRAINING

- ❖ All range availability for unofficial training is the responsibility of the Organizing Committee (9.6.2.2).
- ❖ Must not interfere with any of the scheduled competition events.
- ❖ Must be scheduled fairly between those Nations present in order that no advantage is given.
- ❖ Team leaders present must be informed of any unofficial training schedules.

# TECHNICAL MEETING

- ❖ It is necessary to hold at least one (1) Technical Meeting, usually arranged on the afternoon (13:00 to 15:00) of the First Pre Event Training day of the competition.
- ❖ All Officials and Team Leaders should be invited. Normally presided by the TD.
- ❖ Any special conditions or amended schedules should be explained and details distributed at this meeting.



# TECHNICAL MEETING



**MINIMUM  
ACCEPTABLE  
STANDARD**

## World Cup Shotgun Trap - Skeet - Double Trap

### Program

Tuesday 11 May		Arrival of Delegations
Wednesday 12 may	<b>09:30</b> <b>14.00</b> <b>19.30</b>	Pre Event Training Trap M & W Technical Meeting Opening Ceremony
Thursday 13 May	<b>09.30</b> <b>15.00</b> <b>16:00</b>	Trap M 50 targets, Trap W 75 targets <b>Final Trap W</b> Awarding Ceremony
Friday 14 May	<b>09.30</b> <b>16.00</b> <b>17:00</b>	Trap M 75 targets <b>Final Trap M</b> Awarding ceremony
Saturday 15 May	<b>10.00</b>	Pre Event Training Double Trap M
Sunday 16 May	<b>10.00</b> <b>15.00</b> <b>16:00</b>	Double Trap M 150 targets <b>Final Double Trap M</b> Awarding Ceremony
Monday 17 May	<b>09.00</b>	Pre Event Training Skeet M & W
Tuesday 18 May	<b>09.00</b> <b>10.30</b> <b>16.00</b> <b>17:00</b>	Skeet M 75 targets Skeet W 75 targets <b>Final Skeet W</b> Awarding Ceremony
Wednesday 19 may	<b>09.00</b> <b>16.30</b> <b>17.30</b>	Skeet M 50 targets <b>Final Skeet M</b> Awarding - Closing Ceremony
Thursday 20 May		Departure of Delegations

# PICTORIAL PROGRAM

	08:30	09:30	10:30	11:30	12:30	13:30	14:30	15:30	16:30	17:30	
11 May	Arrival										
12 May	Green bar									Yellow bar	
13 May	Magenta bar							Cyan bar			
14 May		Magenta bar							Cyan bar		
15 May		Green bar									
16 May		Magenta bar							Cyan bar		
17 May	Green bar										
18 May	Magenta bar								Cyan bar		
19 May		Magenta bar							Cyan bar		
20 May	Departure										