



Technical and Team leaders meeting

Rifle / Pistol / Shotgun
21 June 2023 Wrocław, Poland

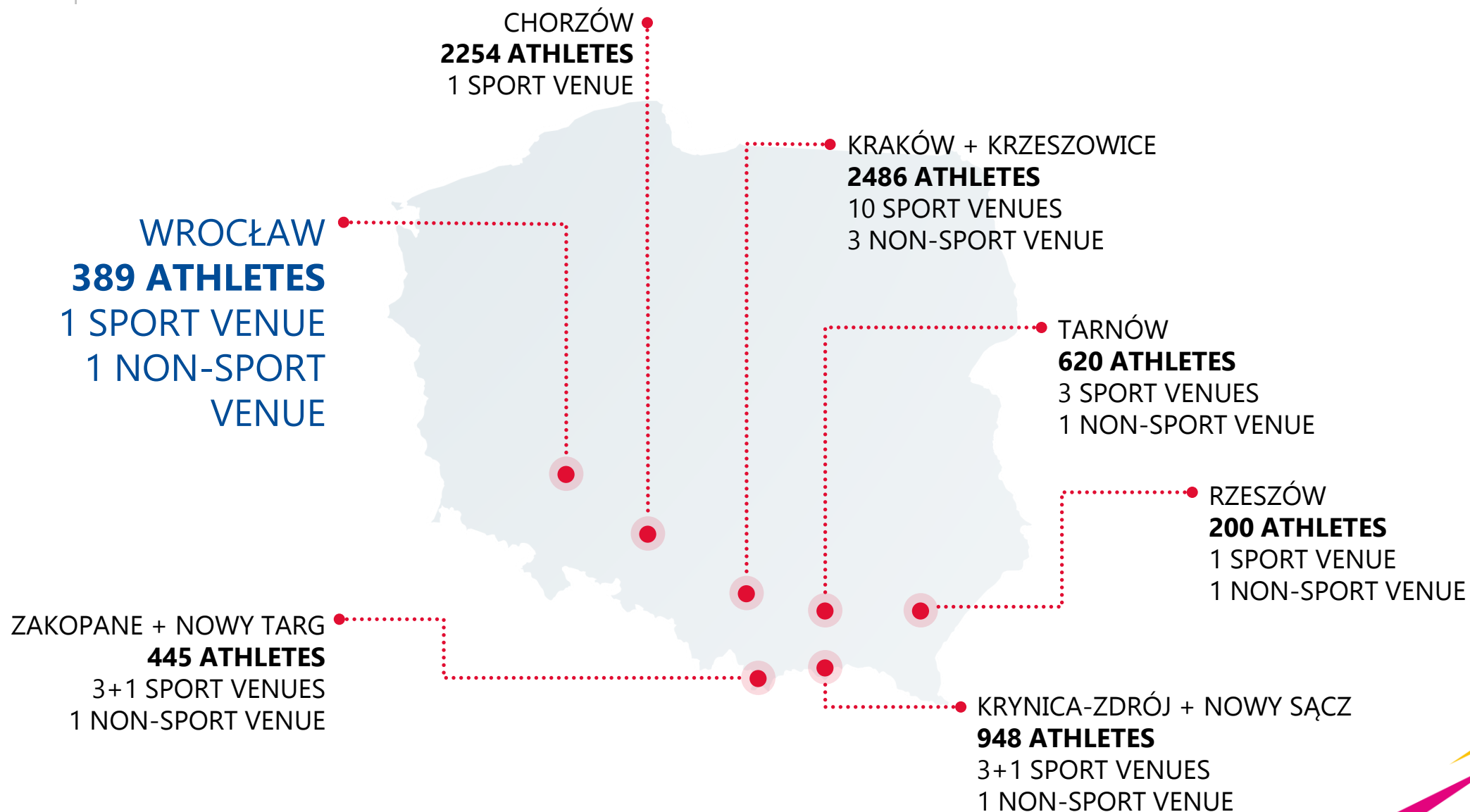


General information

A female shooter is shown in profile, aiming a precision rifle. She is wearing a red and white shooting jacket, a black and white shooting glove, and a black protective visor. The rifle is mounted on a tripod and has various sponsor logos, including 'inwerkbauf' and '720'. The background is a plain, light-colored wall.



General information: Athletes





General information: Entries

Total Nation 45

Total Athletes 389

Total Start 980

30 medal events,
including **12** individual
12 teams
6 mixed team events

**12 Direct quota places
for 2024 Olympic Games**





General information: Technical Officials

Total - 86 TO's

Total National - 59

Total International - 27





Key persons



European Shooting Confederation



Alexander Ratner

President



Doris Fischl

Secretary General



Yair Davidovich

Vice-President
Rifle and Pistol Technical
Delegate



Petros Kyritsis

Vice-President
Shotgun Technical
Delegate





Polish Sport Shooting Federation



Andrzej Kijowski

President



Tomasz Kwiecień

Executive Vice-President



Antoni Kamiński

Vice-President





Key persons: ITO's

Anti-doping officer
PR/Media officer
Announcer
Chairman Rifle/Pistol Jury

Rifle Jury

Rifle Jury

Rifle Jury

Pistol Jury

Pistol Jury

Pistol Jury

CRO RaP Final

Chairman Shotgun Jury

Shotgun Jury

Shotgun Jury

Shotgun Jury

CRO Shotgun

Chief Referee

Chairwoman RTS Jury

RTS Jury

RTS Jury

Chairwoman Equipment Control

Equipment Control

Equipment Control

RTS Officer

Chief Equipment Control

Chief RTS

CRO 25m

CRO 10/50m

Officer

Officer

Officer

Chairman

Member

Member

Member

Member

Member

Member

Officer

Chairman

Member

Member

Member

Officer

Officer

Chairman

Member

Member

Chairman

Member

Member

Officer

Officer

Officer

Officer

Officer

Ivan Hotsmanau

Eugen Ratner

Adam Dobosz

Robert Ferenčák

Biserka Vrbek

Robert Loughridge

Patryk Brzezinski

Maria Dolores Molini Cabrera

Claire Delattre

Wioletta Kotynia

Christian Bailly

Tamaz Imnaishvili

Melis Giraud

Kostakis Xenofontos

Christophe Bouche

Piotr Stahl

Wojciech Kowalczyk

Ghislaine Briez

Nikola Marić

Rafał Szelenbaum

Gabriele Hartmann

Anton Minko

Rafał Krauz

Kaupo Kiis

Małgorzata Cichecka

Kinga Kolodziej

KISIEL Krzysztof

ZAKRZEWSKI Mateusz





Key persons: NTO's



1	BARAŃSKI	Andrzej	32	MULARCZYK	Tomasz
2	BORKOWSKA	Justyna	33	NAJMAN	Krzysztof
3	CICHECKA	Małgorzata	34	PASTUSZKA	Wojciech
4	CISEK	Dariusz	35	NOWAK	Marcin
5	CZERNIAWSKI	Bartosz	36	OSMULSKI	Robert
6	DRUSZCZ	Arkadiusz	37	PAKUŁA	Zbigniew
7	GAŁECKI	Jan	38	PECICAN	Liviu
8	GORZELAK	Paweł	39	PIĄŚCIK	Paweł
9	GÓRSKI	Romuald	40	PRÓCHNICKI	Andrzej
10	GZEL	Rafał	41	PRZYBYŁA	Krzystian
11	JERZAK	Tomasz	42	ROKITA	Zbigniew
12	KAPŁON	Łukasz	43	SEJDA	Piotr
13	KAPŁON	Ryszard	44	SEKUŁA	Andrzej
14	KIELAR	Eryk	45	SOŁTYS	Stanisław
15	KISIEL	Krzysztof	46	STACHURA	Małgorzata
16	KLIMOWSKA	Olga	47	STAHL	Patrycja
17	KOŁODZIEJ	Kinga	48	STAHL	Piotr
18	KOWALCZYK	Wojciech	49	STRANC	Henryk
19	KOZIKOWSKI	Sebastian	50	SUSŁOWICZ	Andrzej
20	KRZYŻANIAK	Adam	51	SZYMAŃSKI	Marcin
21	KUROŃ	Dariusz	52	TABAKA	Mariusz
22	LENKIEWICZ	Wacław	53	TAYSNER	Ryszard
23	MACHIJ	Robert	54	WOJCIESZAK	Barbara
24	MALARSKI	Paweł	55	ZAGÓRSKI	Mirosław
25	MAŁYSZ	Michał	56	ZAJKOWSKI	Adrian
26	MĄCZKA	Krzysztof	57	ZAKRZEWSKI	Mateusz
27	MICHALAK	Kamil	58	ZATOŃ	Tomasz
28	MIELCZAREK	Krzysztof	59	ŻARNA	Przemysław
29	MILLER	Przemysław			
30	MONDEL	Bartłomiej			
31	MORAWSKI	Adam			



Key persons: Organizing Committee

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Venue information



General information: Working hours



Accreditation office will be opened from
8:00am – 8:00pm every day



Armory Storage everyday will be opened at
7:30am – 9:00pm every day



OC Office will be opened from
8:00am – 8:00pm every day



SID will be opened from
8:00am – 8:00pm every day



Venue information



3 combined ranges for TRAP / SKEET

LAPORTE orange ECO targets will be used for qualification and flash targets will be used for the finals

Throwing Machines: **PROMATIC**

Electronics: **PROGETTI PHONOPUL SYSTEMS**



The Rifle and Pistol ranges will be equipped with **SIUS ASCOR** electronic targets as follows:

- 10m: 40 firing lines Rifle / Pistol
- 25m: 40 firing lines for pistol
- 50m: 40 firing lines for Rifle / Pistol
- Final Hall: 10/15 firing lines for Rifle / Pistol in all events



Venue information



COMPETITION AREA

- 1 Field Of Play
- 2 Warm-Up Area
- 3 Athletes Drop Off / Pick Up
- 4 Sport Information Desk
- 5 Call Room
- 6 Medical Room
- 7 Antidoping Room
- 8 Athletes Refreshments Area
- 9 Athletes Dining Area
- 10 Final Range / Final Hall





Medal Ceremonies

Medal Ceremonies. Athletes must be dressed in national uniforms (NOC uniforms)

Prohibited Clothing. Jeans, non-sporting colors, camouflage, shorts that are too short, sandals, etc.

Changing Clothes. Not permitted on ranges; changing must be done in Call-room



The time for Changing from Final – **5 min**

A Jury Member will check medal winners' clothing before Medal Ceremonies — can stop ceremony if an athlete is not dressed properly.



TV broadcasting and internet streaming



All streaming will be available
on the EBU online platform

[https://europeangames.tv/
sports/shooting](https://europeangames.tv/sports/shooting)



Results and Sport Information

All results will be found here:





Training information

For R&P Teams event we will give
a **1 hour** unofficial training

The day before teams qualification

20 June	Official Training	Shotgun/Rifle/Pistol
21 June	Official Training	Shotgun/25/50m
	Pre Event Training	10m AR Mixed Team/ AP M/W
22 June	Official Training	Shotgun/25/50m
	Pre Event Training	10m AP Mixed Team/ AR M/W
	Official Training	25/50m
23 June	Pre Event Training	Shotgun Skeet M/W
	Unofficial Training	10m Team Event (1h)
24 June	Pre Event Training	25/50m
25 June	Pre Event Training	25/50m
26 June	Pre Event Training	25m Mixed Team
27 June	Pre Event Training	50m Mixed Team
	Unofficial Training	25m Team Event (1h)
28 June	Pre Event Training	Shotgun Trap M/W/ 25 RFP
	Unofficial Training	50m Team Event (1h)
1 July	Pre Event Training	Shotgun Trap Team M/W



Transport Schedule

22.06.2023					
BUS STOP:	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:20	30-40'
Lothus	Shooting Arena	6:50	20'	16:30	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	19:45	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
23.06.2023					
BUS STOP:	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:30	30-40'
Lothus	Shooting Arena	6:50	20'	16:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	18:45	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
24.06.2023					
BUS STOP:	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:20	30-40'
Lothus	Shooting Arena	6:50	20'	16:30	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	20:00	20-40'
Shooting Arena	Hotel Trzebnica				50-70'



Transport Schedule

25.06.2023					
BUS STOP:	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:30	30-40'
Lothus	Shooting Arena	6:50	20'	16:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	20:20	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
26.06.2023					
BUS STOP:	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	15:40	30-40'
Lothus	Shooting Arena	6:50	20'	15:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	18:40	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
27.06.2023					
BUS STOP:	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	15:30	30-40'
Lothus	Shooting Arena	6:50	20'	15:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	19:00	20-40'
Shooting Arena	Hotel Trzebnica				50-70'



Transport Schedule

28.06.2023					
<i>BUS STOP:</i>	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:30	30-40'
Lothus	Shooting Arena	6:50	20'	16:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	18:00	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
29.06.2023					
<i>BUS STOP:</i>	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	13:00	30-40'
Lothus	Shooting Arena	6:50	20'	13:10	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	18:00	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
30.06.2023					
<i>BUS STOP:</i>	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:30	30-40'
Lothus	Shooting Arena	6:50	20'	16:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	9:30	20'	19:15	20-40'
Shooting Arena	Hotel Trzebnica				50-70'



Transport Schedule

01.07.2023					
<i>BUS STOP:</i>	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	13:20	30-40'
Lothus	Shooting Arena	6:50	20'	13:30	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	10:30	20'	16:30	20-40'
Shooting Arena	Hotel Trzebnica				50-70'
02.07.2023					
<i>BUS STOP:</i>	Direction	First Departure	Frequency	Last Departure	Travel Time
Polonia, Europejski, Piast	Shooting Arena	6:40	20'	16:30	30-40'
Lothus	Shooting Arena	6:50	20'	16:40	20-30'
Trzebnica	Shooting Arena				50-70'
Shooting Arena	Polonia, Europejski, Piast, Lothus	10:30	20'	18:20	20-40'
Shooting Arena	Hotel Trzebnica				50-70'





Transport Schedule

Location of bus stops for the Hotels: Polonia, Europejski, Piast





Competition Format



Important

**PLEASE USE CHANGING AREA!
CHANGING IN SHOOTING RANGE OR CORIDORS IS NOT
ALLOWED!!!**

**On the Qualifications - COACHES FIRST ROW OF SPECTATOR
AREA!!!**

**ALL BAGS AND BOXES BEHIND THE FOP BY THE WALL IN FRONT
OF SPECTATOR AREA!!!!!!**



Important

Use of safety flag!!!

**Cleaning area in front 25 m range
for ALL**

**Athletes to the line time is 10 min
always before PST for Q1 Mixed
and team events 50m**

Dry firing area

**Do not load before load / or start
command!!!!!!**

**PST individual finals 6 min, Team,
Mix Team 5 min**

**All time outs in medal matches
1 min**

**Coaches can approach athletes
between ranking and medal match
1 min**



Competition Format 10m

FORMATS 10m AP /AR

GENERAL

Two stages: Qualification and Final

QUALIFICATION STAGE 60 Shots in 75 minutes

Air Rifle: Decimal scoring

Air Pistol: Full ring scoring with inner tens

Qualification scores are **not** carried forward to the Final Stage

10 min set up time

15 min PST time



Competition Format 10m

FINAL STAGE

All previous results scored are zeroed

The top eight (8) ranked Athletes in the Qualification stage will progress to the Final Stage

6 Min Preparation and Sighting time

3x5 shots in 250s; 7., 8. place decided

1x5 shots in 250s; 6., 5. place decided

1x5 shots in 250s ; 4.,3. place decided

Remaining two (2) athletes proceed to shoot on POINTS system 2:0 / 1:1 and whoever reaches first sixteen (16) points is a winner!

If at any stage, there is a tie for the lowest ranking athlete(s) to be eliminated, or there is a tie for Bronze Medal, the tired Athletes will fire additional single shot.

Ties between eliminated athletes by qualif. score.

Time out only for the Medal Match: 1 minute

FP: R1, R2, A, B, C, D, E, F, G, H



Formats 10m AP / AR mixed team

FORMATS 10m AP /AR Mixed Team

GENERAL

Two stages: Qualification and Final

QUALIFICATION STAGE 60 Shots (30+30) in 30 minutes

Air Rifle: Decimal scoring

Air Pistol: Full ring scoring with inner tens

Qualification scores are **not** carried forward to the Final Stage

10 min set up time

10 min PST time



Final formats 10m AP / AR mixed team

FINAL STAGE

Consists of one (1) Bronze and one (1) Gold Medal Matches (Decimal score)

All previous results scored are zeroed

The top four (4) ranked Teams in the Qualification stage will progress to the Final Stage (Medal Matches)

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM

IMPORTANT 1 Reporting TIME ONLY for all Teams according the schedule

5 Min Preparation and Sighting time

Athletes will fire single shots on command in 50 seconds

Points are awarded according to the total team score, as follows higher score 2 point, Tied score 1 point each.

The first team to reach 16 points or more wins medal match

Time out for the Medal Match: 1 minute



Formats 10m AP / AR team

FORMATS 10m AP /AR Team

GENERAL

Two stages: Qualification and Final

QUALIFICATION STAGE 2 parts

Q1- 30 shots in 30 min each

Call to line 10 min, PST 10 min

8 teams to Q2

Q2 5 min to setup; 5 min sighting

20 shots in 20 min

Pos 3-4 BMM, Pos 1-2 GMM



Final formats 10m AP / AR team

FINAL STAGE

Consists of one (1) Bronze and one (1) Gold Medal Matches (Decimal score)

All previous results scored are zeroed

The top four (4) ranked Teams in the Qualification stage will progress to the Final Stage (Medal Matches)

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM

IMPORTANT 1 Reporting TIME ONLY for all Teams according the schedule

5 Min Preparation and Sighting time

Athletes will fire single shots on command in 50 seconds

Points are awarded according to the total team score, as follows higher score 2 point, Tied score 1 point each.

The first team to reach 16 points or more wins medal match

Time out for the Medal Match: 1 minute

50m RIFLE

3 POSITIONS



QUALIFICATION STAGE

Athletes to The Line are called 25 min before the match start time.

Qualification scores are **not** carried forward to the Final Stage

60-shot course of fire (3 x 20) in 1hr 30 minutes, in the sequence: **Kneeling, Prone, Standing.**

Tied scores will be decided by the highest number of Inner tens.

Top ranked eight athletes proceed to the Final



FINAL STAGE

Consists of two parts:

- Part 1 – Ranking Match to decide positions from 8th to 3rd
- Part 2– Medal Match to determine 1st and 2nd place.
- Ranking Match: (PST time 6 min)
- 2X5 (200s) kneeling , 2X5 prone (150s), 2X5 standing (250s)
(places 8 and 7)
- 1x5 (250s) (places 6 and 5)
- 1x5 (250s)(places 4 and 3)

KNEELING POSITION

Change over from kneeling to prone = 6 minutes

PRONE POSITION

Change over from prone to standing = 8 minutes

STANDING POSITION

FP: R1, R2, A, B, C, D, E, F, G, H

If at any stage, there is a tie for the lowest ranking athlete(s) to be eliminated, or there is a tie for Bronze Medal, the tied Athletes will fire additional single shot.

Ties between eliminated athletes by qualif. score.

Medal match: (COACHES CAN APPROACH ATHLETES 1 min before start)

Single shots 50 s-16 points win

Time out only for the Medal Match:
1 minute



Formats 50m 3p mixed team

FORMATS 50m Rifle 3 Positions Mixed Team/Team

GENERAL

Two stages: Qualification 2 parts and Final

QUALIFICATION STAGE

Full ring scoring with inner tens

Q1 10 min setup and 10 min PST

15 shots in each pos. (kneeling, prone, standing) 50 min time

8 top ranked Mix teams goes to Q2

Q2 5 min setup and 5 min PST

10 shots in each pos. (kneeling, prone, standing) 35 min time

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM



Final formats 50m 3p mixed team/Team

FINAL STAGE

Consists of one (1) Bronze and one (1) Gold Medal Matches (Decimal score)

All previous results scored are zeroed

The top four (4) ranked Teams in the Qualification stage will progress to the Final Stage (Medal Matches)

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM

IMPORTANT 1 Reporting TIME ONLY for all Teams according the schedule

5 Min Preparation and Sighting time

Athletes will fire single shots on command in 50 seconds

One athlete Kneeling and 1 standing (Prone for team)

Points are awarded according to the total team score, as follows higher score 2 point, Tied score 1 point each.

The first team to reach 16 points or more wins medal match

Time out for the Medal Match: 1 minute

5 RAPID FIRE 2 PISTOL Men

QUALIFICATION

60 shots program (30 + 30 shots)

Top ranked eight (8) athletes proceed to the Final

Qualification scores are not carried forward to the Final Stage



FINAL

Consists of two parts – Squad 1 + Squad 2 and the Medal Match

Starts from zero

2 bays are used for Squad 1, Squad 2 and the Medal Match

Athletes shoot one by one on command.



25m RAPID FIRE PISTOL Men

FINAL

Ranking Match 1

1-3-5-7 (4 series)

Top two go to the Medal Match,
(in case of equal results, a shoot-
off will decide for advancing to
MM)

Ranking Match 2

2-4-6-8 (4 series)

Ranking 5-8 : The athletes will be ranked depending on their score in
the ranking matches, in case of equal results the Qualification score
will decide the final ranking.

Medal Match on Hit and Miss (4 series)

Rank 4 is decided

2 more series – **BRONZE MEDAL**

2 more series – **SILVER MEDAL & WINNER**



FIRING ORDER

25m RAPID FIRE PISTOL INDIVIDUAL

Squad 1 and 2

Shooting Order : 4 series Firing Point: A- B / C- D

Firing Point, A and C on command together
than Firing Point, B and D on command together

Medal Match until place 4 is decided

Shooting Order: A and C, command together
B and D, command together

After 4th place decided Shooting Order: one by one



5 RAPID FIRE 2 PISTOL MIXED TEAM

QUALIFICATION Q1

Mixed team on 1 target

Prep time 3 min

Sighting series 8s

2x8s

2x6s

2x4s

Top 8 Q2

Mixed team on 1 target

Prep time 3 min

Sighting series 6s

2x6s

2x4s

Top 4 to finals

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM



25m RAPID FIRE PISTOL Mixed Team Finals

Consists of one (1) Bronze and one (1) Gold Medal Matches (Decimal score)

All previous results scored are zeroed

The top four (4) ranked Teams in the Qualification stage will progress to the Final Stage (Medal Matches)

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM

IMPORTANT 1 Reporting TIME ONLY for all Teams according the schedule

HIT/MIS scoring (9.7)

Fire one by one. More hits 2 points, tie 1 point

Team with 16 points wins MM



5 RAPID FIRE 2 PISTOL TEAM

QUALIFICATION Q1

Team on 1 target
Prep time 3 min
Sighting series 8s

2x8s
2x6s
2x4s

Top 8 Q2



Team on 1 target
Prep time 3 min
Sighting series 4s

4x4s

Top 4 to finals
Rank 3 and 4 to BMM, Rank 1 and 2 to GMM



25m RAPID FIRE PISTOL Team Finals

Consists of one (1) Bronze and one (1) Gold Medal Matches (Decimal score)

All previous results scored are zeroed

The top four (4) ranked Teams in the Qualification stage will progress to the Final Stage (Medal Matches)

Rank 3 and 4 to BMM, Rank 1 and 2 to GMM

IMPORTANT 1 Reporting TIME ONLY for all Teams according the schedule

HIT/MIS scoring (9.7)

Fire all Team members at same time. More hits 2 points, tie 1 point

Team with 16 points wins MM



25 PISTOL WOMEN


QUALIFICATION

60 shots program (30 + 30 shots)

Top ranked eight (8) athletes proceed to the Final

Qualification scores are not carried forward to the Final Stage

FINAL

- Consists of 2 parts – Squad 1 + Squad 2 and the Medal Match
 - Starts from zero
 - 2 bays are used for Squad 1, Squad 2 and the Medal Match
 - Athletes shoot on command together per each squad separately
- 

5 PISTOL 2 WOMEN

QUALIFICATION

60 shots program (30 Prec. + 30 Rap.)

From Qualification **TOP-8**
progress to the FINAL



FINAL

Ranking Match 1

Bib 1-3-5-7 (4 series) 3/7 sec.

Top two go to the Medal Match,
(in case of equal results, a shoot
off will decide)

Ranking Match 2

Bib 2-4-6-8 (4 series) 3/7 sec.

Ranking 5-8 : The athletes will be ranked depending on
their score in the ranking matches, in case of equal results
the Qualification score will decide the final ranking



MEDAL MATCH

Starts from zero

The **TOP-2** from Squad 1 and the **TOP-2** from Squad 2 are qualified for the Medal Match.

The four athletes shoot four series in 4 sec.

After four series

4th Place

Another two series

After six series

3th Place BRONZE MEDAL

Another two series

After eight series

SILVER and GOLD MEDALS are decided



MEDAL MATCH

Starts from zero

The **TOP-2** from Squad 1 and the **TOP-2** from Squad 2 are qualified for the Medal Match.

The four athletes shoot four series in 4 sec.

After four series

4th Place

Another two series

After six series

3th Place BRONZE MEDAL

Another two series

After eight series

SILVER and GOLD MEDALS are decided



SHOTGUN TRAP

QUALIFICATION

125 Targets (5 rounds of 25 targets)
From Qualification TOP-8
progress to the **FINAL**

FINAL

Ranking Match 1

Bib 1-3-5-7 15 Targets

Rank 4 (can be 7 or 8 at the final list)

10 Targets more

Rank 3 (can be 5 or 6 at the final list)

Ranking Match 2

Bib 2-4-6-8 15 Targets

Rank 4 (can be 7 or 8 at the final list)

10 Targets more

Rank 3 (can be 5 or 6 at the final list)

The **TOP-2** from each Ranking Match will progress to the Medal Match

Medal Match 15 Targets

Rank 4 is decided

10 Targets more– **BRONZE MEDAL**

10 Targets more
SILVER MEDAL & WINNER



SHOTGUN SKEET

QUALIFICATION

125 Targets (5 rounds of 25 targets)
From Qualification TOP-8
progress to the **FINAL**



FINAL

Ranking Match 1

Bib 1-3-5-7 20 Targets

Rank 4 (can be 7 or 8 at the final list)

10 Targets more

Rank 3 (can be 5 or 6 at the final list)

Ranking Match 2

Bib 2-4-6-8 20 Targets

Rank 4 (can be 7 or 8 at the final list)

10 Targets more

Rank 3 (can be 5 or 6 at the final list)

The **TOP-2** from each Ranking Match will progress to the Medal Match

Medal Match 20 Targets

Rank 4 is decided

10 Targets more— **BRONZE MEDAL**

10 Targets more
SILVER MEDAL & WINNER

Mixed Team events

TRAP and SKEET

In case of a tie during Qualifying, Shoot-off will be conducted according to the applicable ISSF Rule.

After the Qualification Round (75 Targets per Athlete),

The Final consists of two (2) Medal Matches: The Bronze Medal Match and Gold/Silver Medal Match and the.









Teams Ranked 3 and 4 will enter BMM









The Teams Ranked 1 and 2 will advance to the GMM.



















SKEET MIX Scoreboard









Visible Data includes Names, NOC Team, Athlete Position, Round Nr., Hit/Loss, Points gathered during Round, Total of Points of Match and a S-off "pop up" in case of a tie.

GOLD MATCH		Round 1	Points	Total
		Hit/Loss		
France 2			0	
1	BATTAULT Noemie	 		0
2	DELAUNAY Eric	 		
Peru			0	
3	BORDA OLAECHEA Daniella	 		0
4	PACHECO ESPINOSA Nicolas	 		

GOLD MATCH		Round 1	Points	Total
		Hit/Loss		
France 2			8	
1	BATTAULT Noemie	 	2	2
2	DELAUNAY Eric	 		
Peru			6	
3	BORDA OLAECHEA Daniella	 	0	0
4	PACHECO ESPINOSA Nicolas	 		

GOLD MATCH		Round 5	Points	Total
		Hit/Loss		
France 2			8 S-off: 5	
1	BATTAULT Noemie	 	1	5
2	DELAUNAY Eric	 		
Peru			8 S-off: 6	
3	BORDA OLAECHEA Daniella	 	1	5
4	PACHECO ESPINOSA Nicolas	 		

BRONZE MATCH		Round 1	Points	Total
		Hit/Loss		
Peru			8	
1	PORCELLA BARDELLI V.	 	0	0
2	DE SOUZA FERREIRA A.	 		
Spain			10	
3	BELTRAN Cristina	 	2	2
4	MARTINEZ TORRES Adria	 		

BRONZE MATCH		Round 4	Points	Total
		Hit/Loss		
Peru			10	
1	PORCELLA BARDELLI V.	 	1	2
2	DE SOUZA FERREIRA A.	 		
Spain			10	
3	BELTRAN Cristina	 	1	6
4	MARTINEZ TORRES Adria	 		

In this case, a S-off had to be performed because of a tie in Points

Team events

TRAP and SKEET

In case of a tie during Qualifying, Shoot-off will be conducted according to the applicable ISSF Rule.

The Qualification is composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). Total number of targets per team 75 X 3 = 225 targets. Team squadding will be done by a random draw.)

The Final consists of two (2) Medal Matches: The Bronze Medal Match and Gold/Silver Medal Match and the.

Teams Ranked 3 and 4 will enter BMM

The Teams Ranked 1 and 2 will advance to the GMM.



VAR

The VAR technology is applied during the Finals a Coach assigned a seat in the FOP, can initiate a VAR protest for his/her athlete, before the next athlete fires, by immediately informing the Jury in Charge and showing the "VAR" card. The Jury in Charge must then attract the attention of the Referee and initiate a VAR protest with the help of a modern means of communication (radio, walkie-talkie etc.)

If the result of VAR is a **HIT** athletes get a chance to ask for another VAR (when needed)

If the result of VAR is a **MISS** athletes do not get a chance to ask for another VAR



Shotgun

	A Range	B Range	C Range
Unofficial Training	9 scheme	5 scheme	1 scheme
PET 28.06.23	3 scheme	8 scheme	7 scheme
1 Competition Day 29.06.23	2 scheme	4 scheme	6 scheme
2 Competition Day 30.06.23	1 scheme	9 scheme	6 scheme (Final)
Trap Mixed Team 01.07.23	5 scheme	7 scheme	3 scheme
Trap Team 02.07.23	5 scheme	7 scheme	3 scheme





Anti-Doping



Anti-Doping Tests

Doping Control

Doping Control Center is next to Final Halls
Anti-Doping Tests will be done according
to the ***ITA Test Distribution Plan (TDP)***



Technical Delegates



**Rifle and Pistol Technical Delegate office №5 In
the Main Building**

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**Shotgun Technical Delegate office №5
in the Hotel "Strzelec"**





KRAKÓW MAŁOPOLSKA
EG2023
3rd EUROPEAN GAMES

we are unity