

**SHOTGUN NEW TEAM FORMAT (TEST) EVENT
SKEET – TRAP WOMEN
ECH BAKU 2017**

GENERAL INFORMATION	
1. Disciplines:	Trap – Skeet
2. Type of event:	Team
3. Category:	Women
4. Number of participants in each team:	3 athletes from each nation. Each nation can enter only 1 team.
5. Number of stages:	4 stages - Qualification stage - Quarter Final stage - Semi Final stage - Medal Matches
6. BIB numbers:	See Section 8 below
<p>7. <u>Qualification stage:</u></p> <p>The top 8 ranked teams which will qualify for the Quarter Final stage will be decided by the Ranking of the normal team event of the European Championship.</p>	
<p>8. <u>Quarter Final Stage</u></p> <p>The members of the top 8 ranked teams will receive new BIB numbers, according to their Qualification Ranking. The BIB numbers will indicate the Qualification Ranking, the NAT and athlete numbers 1 to 3 (ex. 1SIN1, 1SIN2, 1SIN3 – 2MON1, 2MON2, 2MON3 and so on).</p> <p>In all stages, the members of each team will shoot in line (one next to the other, followed by the three members of the second team).</p> <p>In all stages (Quarter Final, Semifinal, Medal Match and any eventual shoot-offs), the teams will shoot in BIB number order (lowest BIB will shoot first).</p> <p><u>The Quarter Final stage will be composed of 4 matches</u></p> <ul style="list-style-type: none"> - Team in position 1 (T1) – Vs - Team in position 8 (T8) - Team in position 2 (T2) – Vs - Team in position 7 (T8) - Team in position 3 (T3) – Vs - Team in position 6 (T6) - Team in position 4 (T4) – Vs - Team in position 5 (T5) <p><u>Number of targets in the Quarter Final Stage:</u></p> <ul style="list-style-type: none"> • <u>Trap:</u> Round of 15 targets • 1 left, 1 centre, 1 right from each station • Equal distribution of targets from each station 	

- Skeet: 16 targets
- station 3 (2ds), 4 (2ds), 5 (2ds) then 4 (2ds)

The winning teams will be decided by the combined results of the 3 members of the team of each nation, as per ISSF Rules. If there is a tie then the Ranking will be decided by the Qualification Ranking.

The 4 winning teams will qualify for the Semi Final.

The ranking of the 4 losing teams (5th, 6th, 7th & 8th places) will be decided by the Quarter Final results. If still there is a tie then the Ranking will be decided by the Qualification Ranking.

9. Semi Final Stage

The Semi Final stage will be composed of 2 matches

The winner of T4 against T5 – Vs – winner of T1 against T8
The winner of T2 against T7 – Vs – winner of T3 against T6

- Trap: Round of 15 targets
- 1 left, 1 centre, 1 right from each station
- Equal distribution of targets from each station
- Skeet: 16 targets
- station 3 (2ds), 4 (2ds), 5 (2ds) then 4 (2ds)

The winning teams will be decided by the combined results of the 3 members of the team of each nation, as per ISSF Rules.

In case of a tie, this will be broken by a shoot-off as per ISSF rules. Each team will appoint from among its 3 members, the shooter who will shoot-off.

The 2 winning teams will qualify for the Gold Medal Match.
The 2 losing teams will qualify for the Bronze medal Match

10. Medal Match stage

The Bronze Medal Match will be shot first followed by the Gold Medal Match.

- Trap: Round of 15 targets
Equal distribution of targets from each station
1 left, 1 centre, 1 right
- Skeet: 16 targets
stations 3 (2ds), 4 (2ds), 5(2ds) and then 4 (2ds)

The winning teams will be decided by the combined results of the 3 members of the team of each nation, as per ISSF Rules.

Any ties will be decided by a shoot off, as stated below:

Shooting Sequence in shoot offs and tie breaking:

Shooter NO. 1, of the team with the lowest BIB number will start first, followed by Shooter NO. 1 of the second team. Then shooter NO. 2 of the team with the lowest BIB number will shoot, followed by shooter NO. 2 of the second team and so on until all shooters have shot at one station.

Trap

All shooters starting from station 1 will shoot first at a left target, in the prescribed shooting sequence. After all 6 shooters completed shooting, on station 1; the team with the highest number of hits will be the winner. If there is a tie then the process will be repeated from station 2 (right target), station 3 (left target) and so on, until the tie is broken.

Skeet

All shooters starting from station 3 will shoot first at a normal double, in the prescribed shooting sequence. After all 6 shooters completed shooting, on station 3; the team with the highest number of hits will be the winner. If there is a tie then the shooters will shoot at a reverse double. If still there is a tie the process will continue on station 4 (first a normal and if there is a tie then a reverse double), then on station 5 and then back to station 3 and so on, until the tie is broken.

11. Type of Clay Targets:	Normal for Qualification & Quarter Final & and flash for the Semi Final and the Medal Matches.
12. Competition Rules:	Except otherwise specified above, the competition will be conducted as per ISSF rules.

23rd December 2016