

## **9.20 SKEET MIXED TEAM EVENT**

### **9.20.1 General Competition Procedures**

**9.20.1.1 Event.** This Rule (9.20) provides special technical rules for the Skeet Mixed Team event.

#### **9.20.1.2 Team Composition.**

Mixed teams must be national teams (no mixed nations) with two team members, one male and one female (teams may include juniors, 3.3.6). Both team members should wear the same type of competition clothing with national colors and identification (see page 136 and Rule 6.19.2.2). In the Qualification, athletes will wear the same bib numbers as those of the individual competition. New bib numbers will be issued for the Final, after the Qualification ranking is established, as per 9.20.2.7.

#### **9.20.1.3 Team Entries.**

Nations may enter a maximum of two teams in one Championship Mixed Team event. The entry fee for each team is Euro 135.00. Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the day before the day when PET is scheduled.

#### **9.20.1.4 Competition Format.**

The event will be conducted in two stages:

- a) **QUALIFICATION**
- b) **FINAL**

#### **9.20.1.5 Scheduling.**

In ISSF supervised Championships, the Qualification and Final will be scheduled on the same day following the Skeet Women and Skeet Men individual events.

#### **9.20.1.6 Team Scores.**

Scores and rankings are based on the total scores of the two team members in each stage of competition.

#### **9.20.1.7 Shoot-Offs.**

##### **a) Shoot-offs will be used to decide:**

- Ties after the Qualification for a place in the Final.
- Ties after the Qualification for positions 1 to 6 in the Final.
- Ties for 1<sup>st</sup> and 2<sup>nd</sup> place in the Final.

##### **b) Shoot-offs after the Qualification:**

- Must be conducted on a range other than the Finals Range.
- Higher position ties must be shot off first.
- The team with the highest-ranking Qualification score (Rule 9.15.3) shoots first.
- Teams will be allowed to test fire and observe targets.

c) **Shoot-offs during the Final** (ties for 1<sup>st</sup> place only):

- The team with the lowest bib number shoots first.
- There will be no test firing or showing of targets.

**9.20.1.8**

**Shoot-Off Procedures.**

Rule 9.18.3.4 Skeet shoot-off procedures will be used as follows:

- a) Both members of each tied team must participate in the shoot-off.
- b) Each team coach must designate which team member (male or female) will shoot the first double.
- c) The athletes designated to shoot first must line up behind station 3 and shoot at a regular double according to Rule 9.18.3.4.
- d) If the tie is not broken, the same procedure will continue with the second member of each team shooting at a reverse double.
- e) This procedure will continue with the team members shooting in alternate order on successive stations (3,4,5,3, etc.) until the tie is broken.

**9.20.1.9**

**Coaching.**

Coaching during the Qualification will be governed by 6.12.5 (non-verbal coaching is allowed). During the Final, eighteen chairs must be placed to the rear of station 4 for the coach and the team member that is not firing. Coaches who occupy the chairs must wear a clear identification of their nation/NOC on their backs. Coaches and athletes who are in these chairs may speak with each other during the competition, provided they do not disturb the athletes who are firing.

**9.20.1.10**

**Coaching Time-Out.**

During the Final, coaches may call one (1) Coaching Time-Out for a duration of one (1) minute when it is the turn of that team's athlete to fire. The Jury-Member-in-Charge must control the time. If a time-out is called, all coaches may speak with their

athletes during this time. The Announcer may make commentary during Coaching Time-Outs.

**9.20.1.11**

**Malfunctions.**

Malfunctions in the Qualification will be decided according to 9.12. Malfunctions during Finals will be decided according to 9.18.5.

**9.20.1.12**

**Protests.**

Protests during the Qualification will be decided according to 9.17. Any protests made during Finals will be decided by the Finals Protest Jury according to 9.18.2.6 d).

**9.20.1.13**

**Music and Spectator Activity.**

During the Finals, music must be played and spectators will be encouraged to support and cheer for their favorite teams.

**9.20.2**

**QUALIFICATION**

**9.20.2.1**

**Schedule.**

The start time for the Qualification must be published in the Official Program.

**9.20.2.2**

**Squadding.**

Team squadding will be done by a random draw. The two members of each team must be squadded to fire next to each other on the same squad, with the man firing first and the woman second. Teams from the same nation shall not be in the same squad.

**9.20.2.3**

**Athlete Communication.**

Team members are permitted to speak with each other after they have shot and before moving to the next station, provided their communications do not disturb other athletes.

**9.20.2.4**

**Qualification.**

Each athlete on a team will shoot three rounds of 25 targets on three (3) ranges for a total of 75 targets per athlete (150 targets per team). The ISSF Qualification format, Rule 9.10, will be used.

**9.20.2.5**

**Team Ranking.**

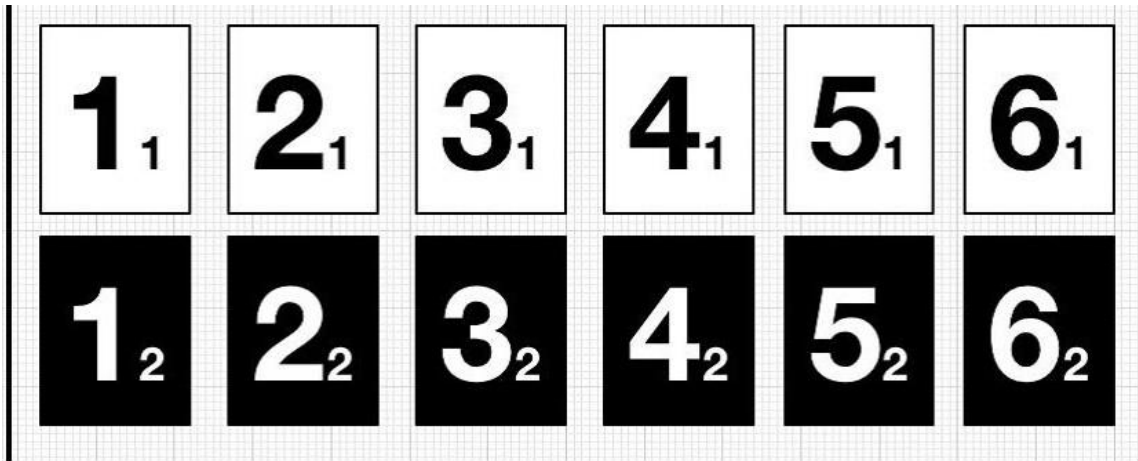
Teams will be ranked according to the total scores of the two team members.

**9.20.2.6 Qualification Tie-Breaking.**

Ties for positions one to six and/or ties for a place in the Final will be decided by shoot-offs (see 9.20.1.7 & 8). All other ties will be decided by applying the Team Ties Rule (9.15.3) to the combined scores of the two team members.

**9.20.2.7 Qualification for Final.**

After the final Qualification ranking is established by completing any necessary shoot-offs, the top six (6) teams will advance to the Final. New bib numbers corresponding to the team ranking must be issued. Bib numbers must use the format shown in the diagram. The team members who shoot first must wear the white bib numbers; the athletes who shoot second must wear the black bib numbers.



**9.20.3 FINAL**

**9.20.3.1 Schedule.**

The start time for the Final must be published in the Official Program. The Final will take place on the Range designated for Finals.

**9.20.3.2 Finals Officials.**

The conduct and supervision of Mixed Team Finals will be done according 9.18.2.6

**9.20.3.3 Team Reporting.**

The cartridges of the teams that qualify for the Final must be presented for control at least 30 minutes before the Start Time.

Juries must complete cartridge controls and equipment checks during the reporting period. Athletes must report to the Final Range at least 15:00 minutes before the start time. A one-point (1) penalty will be deducted from the score of the team's first hit target if a team's cartridges are not presented for cartridge control 30 minutes before or if a team member does not report on time 15 minutes before the Final.

#### **9.20.3.4 Test Firing and Showing Targets.**

Before the start of each Final, targets must be shown and the athletes must be permitted to test fire.

#### **9.20.3.5 Final Competition Procedures.**

The team coach of each team will decide the athlete to shoot first (male or female) who will then be allocated the white bib number. The second athlete who will be allocated the black bib number will take his/her position next to his/her team coach on the designated sitting area. The athletes who shoot first will take their positions in bib number order behind station 3 and start the competition by shooting one normal and one reverse double in the normal Skeet rotation. After the first 6 athletes completed shooting on station 3, there will be a brief pause while the athletes who shoot second proceed to station 4 take their positions and shoot at a normal double. The athletes who completed shooting on station 3 take their sitting positions next to the team coaches. After station 4 the athletes who shot first will proceed to station 5 take their positions and shoot at a normal and reverse double while the athletes who completed shooting on station 4 take their sitting positions next to the team coach. This rotation will be repeated on stations 3, 4, and 5 until all team members have fired in alternate order at twenty (20) targets (shooting sequence see below). The Announcer will comment on the scores and rankings after all athletes completed shooting on each station.

**Station 3** – 1 normal and 1 reverse double (1<sup>st</sup> athlete)

**Station 4** – 1 normal double (2<sup>nd</sup> athlete)

**Station 5** – 1 normal and 1 reverse double (1<sup>st</sup> athlete)

**Station 3** – 1 normal and 1 reverse double (2<sup>nd</sup> athlete)

**Station 4** – 1 reverse double (1<sup>st</sup> athlete)

**Station 5** – 1 normal and 1 reverse double (2<sup>nd</sup> athlete)

#### **9.20.3.6 Sixth Place Team Elimination.**

After all team members have completed twenty (20) targets, the team with the lowest score is eliminated and ranked in 6<sup>th</sup> place. In case of a tie, the team with the lowest Qualification ranking

(highest bib number) is eliminated. The Final will continue with the remaining team members shooting in alternate rotation, at ten (10) targets (5 doubles), on stations 3, 4 & 5 (shooting sequence see below).

**Station 3** – 1 normal and 1 reverse double (1<sup>st</sup> athlete)

**Station 4** – 1 normal double (2<sup>nd</sup> athlete)

**Station 5** – 1 normal and 1 reverse double (1<sup>st</sup> athlete)

#### 9.20.3.7

##### **Fifth Place Team Elimination.**

After all team members have completed thirty (30) targets, the remaining team with the lowest score is eliminated and ranked in 5<sup>th</sup> place. In case of a tie, the team with the lowest Qualification ranking (highest bib number) is eliminated. The Final will continue with the remaining team members shooting in alternate rotation at ten (10) targets (5 doubles), on stations 3, 4 & 5 (shooting sequence see below).

**Station 3** – 1 normal and 1 reverse double (2<sup>nd</sup> athlete)

**Station 4** – 1 reverse double (1<sup>st</sup> athlete)

**Station 5** – 1 normal and 1 reverse double (2<sup>nd</sup> athlete)

#### 9.20.3.8

##### **Fourth Place Team Elimination.**

After all team members have completed forty (40) targets, the remaining team with the lowest score is eliminated and ranked in 4<sup>th</sup> place. In case of a tie, the team with the lowest Qualification ranking (highest bib number) is eliminated. The Final will continue with the remaining team members shooting in alternate rotation at ten (10) targets (5 doubles), on stations 3, 4 & 5 (shooting sequence see below).

**Station 3** – 1 normal and 1 reverse double (1<sup>st</sup> athlete)

**Station 4** – 1 normal double (2<sup>nd</sup> athlete)

**Station 5** – 1 normal and 1 reverse double (1<sup>st</sup> athlete)

#### 9.20.3.9

##### **Third Place Team Elimination.**

After all team members have completed fifty (50) targets, the remaining team with the lowest score is eliminated and ranked in 3<sup>rd</sup> place (bronze medal winner). In case of a tie, the team with the lowest Qualification ranking (highest bib number) is eliminated. The Final will continue with the remaining team members shooting in alternate rotation at ten (10) targets (5 doubles), on stations 3, 4 & 5 (shooting sequence see below).

**Station 3** – 1 normal and 1 reverse double (2<sup>nd</sup> athlete)

**Station 4** – 1 reverse double (1<sup>st</sup> athlete)

**Station 5** – 1 normal and 1 reverse double (2<sup>nd</sup> athlete)

**9.20.3.10**

**Gold and Silver Medal Decision.**

After all team members have completed sixty (60) targets, the 1<sup>st</sup> and 2<sup>nd</sup> place teams (gold and silver medal winners) are decided. In case of a tie, the tie will be decided by a shoot-off conducted according to 9.20.1.8.

**9.20.3.11**

**Recognition of Medal Winning Teams.**

After the gold and silver medals are decided, the Jury must assemble the three medal winning teams on the FOP and the Announcer will recognize the bronze, silver and gold medal winning teams.