



TRAP TEAM EVENT

Description of the format and of the competition rules

1. GENERAL

- a) Teams must consist of three (3) athletes from the same nation, of the same gender. All team members should wear the same competition clothing with national colours and identification.
- b) In each Championship nations may enter a maximum of one (1) Team in each Team event.
- c) Team members may be changed for other athletes already registered in the Championship by latest 12:00 the day before the Team Competition.
- d) The Team event consists of two stages: **Qualification** and **Final**.

2. QUALIFICATION

- a) The Qualification will be conducted according to the Competition Procedures and Rulings as specified in the ISSF Shotgun rules for Trap (section 9.9) unless otherwise specified in these rules.
- b) 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 targets X 3 athletes = 225 targets.
- c) Team squadding will be done by a random draw. The three members of each Team must be squadded to fire next to each other in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- d) After the end of the Qualification, the teams will be ranked in descending order by the combined total results of the three (3) members of each team $75 \times 3 = 225$ targets, as per ISSF Shotgun Rules 9.14.5.
- e) If two or more teams are tied for any position from **1st to 4th place**, their qualification ranking must be decided by a shoot off as per section 5 below. In case of more than one shoot off, lower position shoot offs must be shot first, followed by higher position shoot offs.
- f) In case of tied scores, the ranking of **5th place and below**, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.1. (Count back rule)
- g) The top four (4) teams will qualify to compete in the Final (Medal Matches).

3. FINAL (MEDAL MATCHES)

- a) The Final consists of two (2) Medal Matches: The **Gold/Silver** Medal Match and the **Bronze** Medal Match.
- b) The **Gold/Silver** Medal Match will be composed of the Teams in places **1 and 2**.
- c) The **Bronze** Medal Match will be composed of the Teams in places **3 and 4**.
- d) The four (4) qualified teams in the Final will be allocated new Bib numbers on the basis of their final qualification ranking or any eventual shoot-offs. The athletes of the team in place 1 will receive Bib numbers 1₁, 1₂ and 1₃. The athletes of the team in place 2 will receive Bib numbers 2₁, 2₂ and 2₃. The athletes of the team in place 3 will receive Bib numbers 3₁, 3₂ and 3₃ and the fourth team will receive Bib numbers 4₁, 4₂ and 4₃.

- e) Example of the Bib numbers of the Finalist teams:

1₁, 1₂, 1₃

2₁, 2₂, 2₃

3₁, 3₂, 3₃

4₁, 4₂, 4₃

- f) The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match.
- g) Both Medal Matches will be conducted on the Finals range.

4. REPORTING TIMES AND CARTRIDGE CONTROL

- a) The athletes or their representatives (Coaches or Team Officials) of all teams that qualify in the Final (Medal Matches) must report for cartridge control, at the designated reporting area, **at least thirty (30) minutes** before the scheduled Starting Time of the Final (Bronze Medal Match). At this time the Jury will distribute also the Bib numbers.
- b) Each team Coach will be responsible to assign the Bib numbers to each of his team members.
- c) The Equipment Control Jury will instruct the members of each Team or their representatives (Coaches/Team Officials) to place all their cartridges in numbered boxes (corresponding to the Bib number of their Teams). The Equipment Control Jury will select cartridges to be checked and seal the boxes. Cartridge checks must be completed before the presentations.
- d) The athletes of the 4 qualified Teams must report to the Finals Range **fifteen (15) minutes** before the Starting Time of the Final (Bronze Medal Match). No additional cartridges may be brought to the FOP by the athletes.
- e) A one-point (1) penalty will be deducted from the score of the first hit target of the first team athlete, if any team's cartridges are not presented for cartridge

control 30 minutes before the start of the Final (BMM) or if any of the team members does not report 15 minutes before the Final (Bronze Medal Match).

- f) Any team that does not report at the time of the Presentations will not take part in the Match and will be awarded 4th place if in BMM or Silver if in GMM.

5. COMPETITION FORMAT IN THE FINAL (MEDAL MATCHES)

- a) In the Final (Medal Matches) each member of the two teams will shoot, up to five (5) series of five (5) targets in each series. During each series, each team will shoot fifteen (15) targets (5 targets X 3 athletes = 15 targets). Maximum twenty-five (25) targets each athlete (25 X 3 = 75 targets each team).
- b) During each series, the sequence of the fifteen (15) targets of each team, will be composed of one (1) left, one (1) right and one (1) center target from each station.
- c) The target shot by each member of each team, from each station, during one series, will be random (left, right or centre).
- d) In the 1st series the athletes of the team with the higher-ranking position (lower Bib number) will occupy shooting stations 1, 2 and 3 in Bib number order. The athletes of the 2nd team will occupy shooting stations 4, 5 and 6, also in Bib number order.
- e) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 5 targets (example: in the 2nd series the 2nd team will occupy stations 1, 2 and 3 and the 1st team stations 4,5 & 6 and so on).
- f) After each series of 5 targets the team with the higher number of hit targets out of the total score of 15 targets (3 athletes X 5 targets = 15), will receive **2 points** and the other team **0 points**. If the results are equal, then each team will receive **1 point**.
- g) The points of each series will be carried forward to the next series.
- h) The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores in each series will start from zero.
- i) The first team to win **six (6) points**, will be the winner of the Match.
- j) If at the end of the 5th series the two teams have the same number of points **5:5**, then, the winner will be decided by a shoot-off, as per section 6 below.

Shooting Procedures and Preparation Time Limits

- a) Only one (1) shot is permitted at each target (see ISSF Rules).
- b) 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 has opened the gun and the result is registered, or after the Referee has given the command "START".

- c) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

6. SHOOT OFF PROCEDURES

Shoot offs after Qualification

- a) The starting positions of the teams in the shoot offs, after Qualification, will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first).
- b) Each team Coach/Team Official must designate the shooting order of the three members of his team (who will shoot first, second and third). The order of shooting between the members of the team must remain the same throughout the shoot-off.
- c) In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the teams in the shoot-offs shall be determined by draw.
- d) Test fire and observation of targets (left & right from all 5 stations) before shooting will be allowed.

Shoot offs after Medal Matches

- a) The starting positions in the shoot offs after Medal Matches will be decided by the Bib number of each team (the team with the lowest Bib number, will shoot first). The members of each team will shoot in Bib number order. The order of shooting between the three members of each team must remain the same throughout the shoot off.
- b) In the shoot offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting.

Shoot off Target Shooting Sequences and Procedures

- a) Shoot-off Shooting sequence:
Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;
- b) The athlete to shoot first from the higher-ranking Team/Lower Bib number must stand behind station 1 and shoot at a left target followed by the second and third member of the team who should be lined up behind him. The athletes of the second ranked (third or fourth Team) must then do likewise and each shoot at a left target also. The Team with the higher number of hits out of the 3 shots (1+1+1=3) will be the winner.
- c) If any tie is not broken on station 1, the shoot off will continue on station 2 in the same order and sequence (but shooting at a right target) with the higher-ranking Team/Lower Bib number shooting first followed by the lower ranked

Team. The shooting order of the athletes (who will shoot first, second and third) will remain the same throughout the shoot off.

- d) If the tie is not broken on station 2, the shooting sequence will continue on successive stations 3, 4, 5, 1, 2 and so on, until the tie is broken.
- e) Only one (1) shot is permitted at each target.
- f) Shoot off preparation time limits: 12 seconds
- g) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

7. GOLDEN HIT

In case, at the last stage (last series) of the Medal Matches, the winning team of the Match can be clearly established mathematically from the total number of targets already shot by the members of the teams, before the total number of targets of the Match are completed, then the Match will be stopped by the Jury Member in Charge and '**Golden Hit**' will be declared.

8. TARGET OBSERVATION – PRESENTATION – TEST FIRE

- a) After reporting at the Finals Range the athletes of the Qualified Teams of the Bronze Medal Match will take their cartridges from the boxes (not the athletes of the Gold Medal Match). Then, all four (4) Qualified Teams will go to the shooting stations for aiming exercises and target observation.
- b) After target observation, the Qualified Teams of the Gold Medal Match will be asked to be seated at the designated seating area. The athletes of the Qualified Teams of the Bronze Medal Match together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for Presentation.
- c) The Qualified Teams will be presented in Bib number order (lower Bib number Team to be presented first, followed by the second team). The athletes followed by their Coach or Team Official will be presented one at a time in Bib number order and the announcer will introduce them to the spectators, as they walk in. The announcer will also present the Jury Member in charge and the appointed Referee, who must be positioned in the middle of the two teams. The Teams must remain facing the spectators until all have been presented.
- d) The Jury member in Charge must make sure, that the Teams are assembled and presented in the correct order.
- e) After presentation the members of each Team will take their shooting positions and test fire after which the Bronze Medal Match will immediately start.
- f) When the Bronze Medal Match is completed and after a pause of approximately 5 minutes the athletes of the Qualified teams of the Gold Medal Match will be allowed to take the cartridges from their boxes. They will then be presented in the same sequence as the Bronze Medal Match teams, together

with the Coach/Team Official, the Jury member in Charge and the appointed Referee. After presentation the athletes will take their shooting positions and test fire after which the Gold Medal Match will immediately start.

- g) At the end of the GMM the Gold and Silver medal winners will be joined by the Bronze Medalists and assembled by the Jury Member in Charge, on the field of play for official photographs and announcements.

9. COACHING AND COACHING TIMEOUT

- a) During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per Shotgun Rules).
- b) In the Final (Medal Matches), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then at the next turn of that team's athlete(s) to fire, instruct the Referee to stop the shooting sequence and allow the Coach/Team Official to approach and speak to his/her athletes, on the shooting station. The Coach/Team Official of the other team may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout.
- c) The Jury-Member-in-Charge must control the time.
- d) The Announcer may make commentary during the breaks.

10. MALFUNCTIONS

Malfunctions during Qualification

Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12.

Malfunctions during Medal Matches

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than **three (3) minutes** in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.
- b) After the malfunction is corrected, the Medal Match must continue. If the athlete (team) withdraws then the remaining Team must be declared as the winner.
- c) A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot offs, whether or not there was an attempt to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

11. PROTESTS

Protests during Qualification

Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.16.

Protests during Medal Matches

- a) If an athlete disagrees with a Referee's decision regarding "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s), the athlete must act immediately before the next athlete fires, by raising an arm and saying "ROTEST."
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by **the Finals Protest Jury** immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "HIT," "LOST," "NO TARGET" or "IRREGULAR" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets, of the athlete (Team).
- e) If during the Medal Matches a VAR system is used, then the published ESC VAR Rules will be followed.

12. FINALS PROTEST JURY DURING THE FINAL

The Finals Protest Jury is composed of three (3) persons: The Jury Member-in-Charge and two (2) other members of the Competition Jury, as designated by the Jury Chairman (the Jury Chairman can also be a member), who must decide on any protests that may be made during the Final. Their decisions are final.

13. COMMENTATING

During the Final (Medal Matches), commentating (not more than 1 minute) may take place after each 5-target series.

14. SPECIAL EQUIPMENT & FINALS OFFICIALS

Details can be found in the ISSF GTR 6.19.3.5 & 6.

15. FINALS MUSIC & SPECTATOR ACTIVITY

During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their favourite teams. Enthusiastic audience support is encouraged and is recommended during the Final (Medal Matches).

16. TYPE OF CLAY TARGETS

Qualification stage: Normal targets

Final stage (Medal Matches): Flash targets

17. IRREGULAR OR DISPUTED CASES

Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the ISSF General Technical Rules and the ISSF Shotgun Rules or any other relevant ISSF or ESC applicable Rule.