



ESC CHALLENGE SKEET TRIO

Men/Women/Men Junior/Women Junior Description of the format and of the competition rules VERSION FOR THE 2024 EUROPEAN CHAMPIONSHIP IN SHOTGUN

1. FORMAT

- a) Skeet Trio is a format for competitions between teams. Each team must consist of three athletes from the same nation and of the same gender who should wear the same competition clothing with national colours and identification as per applicable Rules.
- b) In a Championship, in each competition, nations may enter a maximum of one (1) team.
- c) Each of the three athletes entered in the competition must be registered by the set deadline but may be changed for other athletes registered in the Championship by latest 12:00 the day before the start of the Competition.
- d) Juniors may compete as part of the Men/Women teams in case they are not part of the Men Junior/Women Junior teams at the same Championship as per art.10.2.7 of the ESC General Regulations.
- e) The competition consists of two (2) stages:

Men/Women

- **Qualification**

and

- **Final**

composed of:

- Semi Final
- Medal Matches (Gold/Silver & Bronze/4th place)

Men Junior/Women Junior

- **Qualification**

and

- **Final**

composed of:

- Medal Matches (Gold/Silver & Bronze/4th place)

d) Unless otherwise specified in the various sections of these Rules, the same Procedures/Rules will apply to both Men/Women and Men Junior/Women Junior.

2. QUALIFICATION – COMPETITION PROCEDURES & RULES

- a) The Qualification will be composed of two (2) normal competition rounds of 25 targets each (2 rounds X 25 = 50 per athlete). Total number of targets per team 50X3 = 150 targets.
- b) The Qualification, unless otherwise specified in these rules, will be conducted **as per ISSF Shotgun rules section 9**.
- c) The members of the teams in the Qualification will be squadded by draw, as per Shotgun Rules but no squad must contain more than one (1) athlete from the same national team.

d) After the end of the Qualification, the teams will be ranked in descending order on the basis of the combined total results of the **three (3) members of each team (50X3 = 150 targets)**, as per ISSF Shotgun Rules **for team ranking** (9.14.5.2 & 9.15.3).

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 6** below. In case of more than one shoot-offs, the higher position shoot-offs must be shot first, followed by the lower 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 **for team ranking** (9.14.5.2 & 9.15.3).

g) The top **four (4) teams** will qualify to compete in the Final.

3. FINAL- COMPETITION PROCEDURES – SEMI FINAL – MEDAL MATCHES

General for all Categories

a) The four (4) teams which will qualify in the Final will be allocated new Bib numbers on the basis of their final qualification ranking and any eventual shoot-offs.

b) 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 4₁, 4₂ and 4₃. Each team Coach/Team Official will be responsible to assign the Bib numbers to each of his team members.

c) Example of the Bib numbers:

1₁,1₂,1₃ 2₁, 2₂, 2₃ 3₁, 3₂, 3₃ 4₁, 4₂, 4₃

Men Junior / Women Junior – Medal Matches

d) No Semi Final will be conducted in the Men Junior/Women Junior categories.

e) The teams in the 1st & 2nd position after Qualification or any eventual shoot-offs will compete in the Gold Medal Match. The teams in the 3rd and 4th position will compete in the Bronze Medal Match.

f) The Bronze Medal Match will be shot first followed by the Gold Medal Match on the Finals Range.

g) The teams and athletes will compete in Bib number order. The team/athletes with the lower Bib number will start first.

h) For reporting, presentation, commentating etc. see section 8 below.

Men/Women – Semi Final

i) In the Men/Women categories, after the Qualification and any eventual shoot-offs the top four (4) teams will qualify in the Semi Final.

j) The Semi Final will be composed of the following two (2) matches:

k) 1st Match:

Team in the 1st position Vs team in the 4th position

2nd Match:

Team in the 2nd position Vs team in the 3rd position

l) The two matches of the Semi Final, will be conducted at the published timings, on the Finals Range. (The 1st match will be conducted first, followed by the 2nd match).

m) In exceptional cases, due to time constraints, with the decision of the Jury, the Semi Finals may be conducted on any other range(s) than the Finals Range. The Semi Finals will be supervised by an appointed Jury Member.

n) The teams and athletes will compete in Bib number order. The team/athletes with the lower Bib number will start first.

o) The teams must report to the Finals Range at least 10 minutes before the scheduled time of the match.

p) Presentation and short commentating (after each station) may be conducted.

q) The Jury may conduct random cartridge control.

r) After the Semi Final the winning teams will qualify in the **Gold/Silver Medal Match** and the losing teams in the **Bronze Medal Match**.

Men/Women – Medal Matches

s) The qualified teams in the Medal Matches will be allocated new Bib numbers on the basis of their original Qualification Ranking. The team with the higher Qualification Ranking will be allocated the lower BIB number.

t) The athletes of the qualified teams in the Gold Medal Match will be allocated Bib numbers 1₁, 1₂ and 1₃ and 2₁, 2₂ and 2₃. The athletes of the qualified teams in the Bronze Medal Match will be allocated Bib numbers 3₁, 3₂ and 3₃ and 4₁, 4₂ and 4₃. Each team Coach/Team Official will be responsible to assign the Bib numbers to each of his team members.

u) The Bronze Medal Match will be shot first, at the assigned time, followed by the Gold/Silver Medal Match, both on the Finals range.

v) The teams and athletes will compete in Bib number order. The team/athletes with the lower Bib number will start first.

w) For reporting, presentation, commentating etc. see section 8 below.

4. SHOOTING PROCEDURES AND PREPARATION TIME LIMITS IN THE FINAL

a) After the Referee has given the signal to “START” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds.

b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the “READY” position and call for the targets (double) in the required sequence for the station. The maximum total time allowed to call for the targets (two doubles) on each station is thirty (30) seconds, after the athlete has occupied the station.

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.

5. COMPETITION RULES IN THE FINAL (SEMI FINAL – MEDAL MATCHES)

a) Each member of the two teams will shoot, in sequence on each of the stations 3,4,5,3 & 4 (5 series), 4 targets (2 doubles).

Maximum 20 targets each athlete, as follows:

- 1stseries - Station 3: 1 normal and 1 reverse double
- 2ndseries - Station 4: 1 normal and 1 reverse double
- 3rdseries - Station 5: 1 normal and 1 reverse double
- 4thseries - Station 3: 1 normal and 1 reverse double
- 5thseries - Station 4: 1 normal and 1 reverse double

b) In the 1stseries (station 3) the athletes of the team with the higher-ranking place (lower bib number) will shoot first in Bib number order (one behind the other) followed by the athletes of the 2ndteam who will line up behind the athletes of the first team and shoot second in Bib number order also.

c) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 4 targets (2 doubles) after each station (example: In the 2ndseries (station 4) the 2ndteam will shoot first and the 1stteam will shoot second and so on).

d) After each series (after each station) the team with the highest number of hit targets out of the total score of 12 targets (3 athletes X 4 targets = 12) will receive **2 points** and the other team **0 points**. If the results are equal, then each team will receive **1 point**. The points of each series will be carried forward to the next series.

e) The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series. The scores in each series (station) will start from zero.

f) The first team to win six (6) points at any stage of the Match will be the winner.

g) If at the end of the 5thseries (station 4), after 20 targets, 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.

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) 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.

c) The shoot-offs after qualification will be conducted **on station 4 only**.

d) In case of more than one shoot-offs, the higher position shoot-offs must be shot first, followed by the lower position shoot-offs.

e) Each team Coach 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 three members of each team must remain the same throughout the shoot-off.

f) The athletes, in the shooting order designated by the Coach must line up behind station 4 in Team ranking order – highest ranking Team to shoot first followed by the lower ranked Team(s) - and shoot at a regular double. The Team with the lower number of hits out of the 6 shots (2+2+2=6) will be eliminated. If any tie is not broken, then the same procedure will continue on the same station with the members of the Teams shooting at a reverse double. If

the tie still remains then the shoot-off will continue on the same station with the members of each Team shooting in sequence at normal and then reverse double until the tie is broken.

g) Test fire and observation of targets (one normal and one reverse double) before shooting will be allowed.

Shoot-offs after Semi Final and Medal Matches

h) The starting positions in the shoot-offs in the Final will be decided by the Bib number of each team (the team with the lowest Bib number will shoot first).

i) The shooting order of the three members of each team (who will shoot first, second and third), will be decided by the Bib number of each athlete. The athletes with the lower Bib number will shoot first followed by the second and third athlete. The order of shooting between the three members of each team must remain the same throughout the shoot-off.

j) The shoot-off will be conducted on stations 3, 4, 5.

k) The athletes, of the Team with the lower Bib number must first line up behind station 3, in Bib number order and all shoot at a normal double. The athletes of the second Team will do likewise and shoot also at a regular double. The Team with the highest number of hits out of the 6 shots (2+2+2=6) will be the winner.

l) If the tie is not broken, then the same procedure will continue with the members of the Teams shooting on the same station in the same order and sequence at a reverse double.

m) If the tie still remains then the shoot-off will continue with the members of each Team shooting in sequence at normal and then reverse double on successive stations 4, 5, 3 and so on, until the tie is broken.

n) In any shoot-off in the Final, there will be no test firing and no targets will be observed by the athletes before shooting.

Shoot-off preparation time limits

o) After the Referee has given the signal to "START" or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds.

p) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the "READY" position and call for the targets (double). The maximum total time allowed to call for the targets (double) is fifteen (15) seconds after the athlete has occupied the station.

q) 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 (ALL CATEGORIES)

In case, at any stage during a Semi Final or Medal Match, 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. REPORTING - PRESENTATION - TARGET OBSERVATION – PRESENTATION – TEST FIRE IN THE MEDAL MATCHES (ALL CATEGORIES)

- a) The athletes or their representatives (Coaches or Team Officials) of the teams that qualified in the Medal Matches, must report for cartridge control, at the designated reporting area, at least **twenty (20) minutes** before the scheduled Starting Time of the Bronze Medal Match. At this time the Jury will distribute also the Bib numbers.
- b) The athletes of the 4 qualified Teams must report to the Finals Range **at least 10 (ten) minutes** before the Starting Time of the Bronze Medal Match.
- c) The Jury must complete cartridge control and equipment checks during the reporting periods.
- d) 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 **20 minutes** before the start of the Bronze Medal Match or if any of the team members does not report **10 minutes** before the BMM. Any team that does not report before the Presentations will not be allowed to take part and will be awarded 4th place if in the BMM or Silver if in the Gold Medal Match (GMM).
- e) After reporting at the Finals Range the athletes of the Qualified Teams of the BMM will take their cartridges from the boxes (not the athletes of the GMM). Then, all four (4) Qualified Teams will go to the shooting stations for aiming exercises and target observation. At this stage only the finalists of the BMM will be allowed to test fire (not the GMM).
- f) All the members of the Qualified Teams will be allowed to observe the targets (One normal and one reverse double from station 3).
- g) After target observation, the Qualified Teams of the GMM will retire at the designated seating area. The athletes of the Qualified Teams of the BMM together with their Coaches or Team Officials will assemble in a designated area at the side of the range and await being called for Presentation.
- h) The Qualified Teams (athletes with Coaches or Team Officials) will walk to the presentation area one at a time in Bib number order and as each Team approaches the area the announcer will introduce them to the spectators. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the two teams.
- i) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- j) After presentation the Referee will take charge and the members of the Teams will take their shooting positions behind station 3 and the BMM will start immediately.
- k) After completion of the BMM, the Qualified Teams of the GMM will be allowed to take the cartridges from their boxes and test fire. They will then be presented in the same sequence as the BMM teams, together with their Coach/Team Official, the Jury member in Charge and the appointed Referee. After presentation the athletes will take their positions behind station 3 and the GMM will begin.
- l) During the Medal Matches, commentating (not more than 1 minute) will take place after shooting is completed on each station.

9. COACHING AND COACHING TIMEOUT

- a) During the Qualification and the Final non-verbal Coaching is allowed (as per ISSF Shotgun Rules).
- b) During the Final (Semi Final, Medal Matches), Coaches may call one (1) Coaching Timeout for a maximum duration of one (1) minute, after completion of any station, during which the Coach may approach and speak to his/her athletes, on the shooting station. The other Coaches may, during this time, also approach and speak to their athletes without losing their opportunity for a timeout. The Jury-Member-in-Charge must control the time.
- c) The Announcer may make commentary during the time-outs.

10. MALFUNCTIONS

Malfunctions during Qualification

- a) Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12.
- b) During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes or for any other reason, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.

Malfunctions during the Final (Semi Final, Medal Matches)

- c) 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.
- d) After the malfunction is corrected, the match must continue. If the athlete (team) withdraws then the remaining Team must be declared as the winner.
- e) A Team is allowed a maximum of two (2) malfunctions during a match, including any shoot-offs, whether or not there was an attempt to correct the malfunction.
- f) 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 9.17.

Protests during the Final (Semi Final, 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 or by the appointed Jury member in charge in case the SFs are organized on any other Range apart from the Finals Range. The decision of the Finals Protest Jury or the Jury Member in Charge of the SFs is final and cannot be appealed.

d) If a protest in the Final stage 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) In case a VAR system is used in the Medal Matches, then the published VAR rules will apply also.

12. PRESENTATION OF MEDALISTS

At the end of the GMM the Gold and Silver medal winning teams will be joined by the Bronze Medalist team and assembled by the Jury Member in Charge, in the center of the field of play for official photographs and announcements.

13. SPECIAL EQUIPMENT & FINAL STAGE OFFICIALS

Details can be found in section 9.18 of the ISSF Shotgun Rules. The Finals Protest Jury is composed of the Jury Member in Charge and two (2) other members of the Shotgun Jury one of which must be the Chairman. It will be possible that the Jury Chairman is appointed as the Jury Member in Charge.

14. FINALS MUSIC & SPECTATOR ACTIVITY

During the Semi Final and the Medal Matches, music may be played and spectators will be encouraged to support and cheer for their favourite teams.

15. TYPE OF CLAY TARGETS

Normal targets will be used in the Qualification and flash targets will be used in the Semi Final and the Medal Matches.

16. 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/ESC Rule.