



ESC CHALLENGE

TRAP DUET MIXED

Seniors (Men/Women) – Juniors (Men Junior/Women Junior)

Description of the format and of the competition rules

VERSION FOR THE 2024 EUROPEAN CHAMPIONSHIP IN SHOTGUN

1. GENERAL

- a) Trap Duet Mixed is a format for competitions between teams composed of two members, one male and one female, from the same nation. Both team members should wear the same competition clothing with national colours and identification.
- b) In one Championship, each Member Federation can enter a maximum of three (3) teams in the Senior's Category each consisting of one (1) Man and one (1) Woman, and a maximum of three (3) teams in the Junior's Category each consisting of one (1) Man Junior and one (1) Woman Junior, but only the two (2) highest ranked Teams after Qualification from each Nation will proceed to the Final.
- c) Team members (athletes) may be changed for other athletes already registered in the Championship not later than 12:00 hours on the day before the day of the Duet Mixed competition.
- d) The Duet Mixed 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 current ISSF Shotgun rules for Trap (section 9.8) unless otherwise specified in these rules.
- b) Team squadding will be done by a random draw. The two members of each team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad.
- c) Athletes will wear the same Bib numbers as those worn in the individual competition.

- d) Each member of the teams will shoot 75 targets, in 3 normal rounds of 25 targets each, total 150 targets for each team (3 rounds X 25 targets = 75 targets X 2 athletes = 150).
- e) After the end of the Qualification, the ranking of the teams will be decided by the combined results of the 2 members of each team (1 male & 1 female) 75X2=150 (as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3).
- f) The four (4) highest-ranking teams after qualification and any eventual shoot offs will qualify for the Final (Medal Matches).
- g) Any ties for places **1 to 4** will be decided by a shoot off as specified in section 3 of these Rules.
- h) After the Qualification and any eventual shoot offs, new Bib numbers (1₁-1₂, 2₁-2₂, 3₁-3₂ and 4₁-4₂) will be distributed to the top 4 qualified teams.
- i) The ranking of tied teams in **5th place** or below not decided by a shoot off will be established on the basis of the ISSF Shotgun Rules 9.14.5.2 & 9.15.3.

3. PROCEDURE DURING SHOOT OFFS AFTER QUALIFICATION

- a) The starting positions in the shoot offs after qualification will be decided by the Qualification Ranking (highest ranking Team to shoot first).
- b) The starting positions in the shoot offs, of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.
- c) Each team Coach/Team Official must designate which team member (male or female) will shoot first and which team member will shoot second.
- d) The order of shooting between the two members of each team (as designated by the Coach/Team Official) must remain the same throughout the shoot off.
- e) Before the shoot offs, athletes will observe the targets (left & right target from each station) and test fire.
- f) Shoot off target 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.
- g) The athletes of the higher-ranking team in the order designated by the Coach/Team Official must line up behind station 1. The athlete designated to shoot first (male or female) must shoot at a left target followed by the second member of the team who will also shoot at a left target. The athletes of the

other team(s) must then do likewise and each shoot at a left target in their designated order. The team with the lower number of hits, out of the 2 shots (1+1=2), will be eliminated and will take the lower place.

- h) If the tie(s) is(are) not broken, the same procedure will continue on station 2 in the same order but shooting at a right target. The athletes (who will shoot first and who will shoot second) will remain the same throughout the shoot off, as per **d)** above.
- i) If still the tie(s) is(are) not broken, then the shoot off will continue on successive stations 3, 4, 5, 1 and so on, at left and right targets as per shoot off target sequence with the higher ranked team shooting first followed by the other team(s), until the tie(s) is(are) broken.
- j) Only one (1) shot is permitted at each target.
- k) The preparation time limit is 12 seconds which must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.
- l) In case of several shoot offs, the **lower position** shoot offs will be shot first.

4. FINAL

- a) The Final consists of two (2) Medal Matches. The Gold/Silver Medal Match and the Bronze Medal Match as follows:
- b) Gold/Silver Medal Match:
Composed of the teams in positions **1 & 2** after qualification or any eventual shoot offs.
- c) Bronze Medal Match:
Composed of the teams in positions **3 & 4** after qualification or any eventual shoot offs.
- d) The Bronze Medal Match will be shot first followed by the Gold/Silver Medal Match.
- e) The Final (Medal Matches) must be conducted on the Finals Range.

5. COMPETITION FORMAT

- a) The starting positions in the Medal Matches are decided by the Bib number of each team on the basis of their qualification ranking and any eventual shoot offs after qualification (lower Bib number to start first).
- b) The preparation time limit, for each station is twelve (12) seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees).

- c) Before the Medal Matches, athletes will be allowed only to test fire. There will be no showing of targets, as this will be conducted during the presentation of all the qualified teams in the Final.
- d) The 2 teams (4 athletes) in each Match, will start from 0 and compete in series of 5-target sequences as follows:
- e) The athletes of the 1st team (lower Bib number) will occupy shooting **stations 1 and 2** in Bib number order. The athletes of the 2nd team will occupy shooting **stations 3 and 4** also in Bib number order.
- f) Number of targets to be shot: Up to five (5) series of five (5) targets each series to a maximum of twenty-five (25) targets each athlete. During each series, each athlete from each team will shoot 5 targets (5 targets X 2 athletes=10 targets for each team).
- g) During each series, the sequence of the ten (10) targets of each team will be composed of four (4) left, four (4) right and two (2) center targets **in random order from any of the stations**.
- h) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of 5 targets.
- i) After each series of 5 targets the team with the highest number of hits out of the total score of 10 targets (2 athletes X 5 targets=10), will receive **2 points**. The team with the lower result will receive **0 points** and if the results are equal, then each team will receive **1 point**.
- j) The points of each series will be carried forward to the next series.
- k) The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores of each series will start from zero.
- l) The team that earns **six (6) points first**, will be the winner.
- m) If the shooting sequence of the 5 series of 5 targets each (total 25 targets) is completed without any team reaching 6 points and there is a tied score **of 5:5**, then the winning team will be decided by a shoot off (as per shoot off procedure after qualification outlined in **section 3) above, but with the team with the lower Bib number shooting first and the athletes of each team shooting in Bib number order**.
- n) There will be no target observation or test fire before the shoot offs after Medal Matches.

6. COACHING TIMEOUT

In the Final (Medal Matches), while shooting is in progress, Coaches/Team

Officials, without disturbing the athletes and the shooting sequence, 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 turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to the his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to the his/her athletes without losing the opportunity for a timeout. The Jury Member in charge must control the time.

7. GOLDEN HIT

In case, at any stage of a 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 TIMES AND CARTRIDGE CONTROL

- a) The members of the four (4) qualified teams in the Final or their representatives (Coaches or Team Officials) must report to the Finals Range (at the designated area) for cartridge control, at least 30 minutes before the scheduled Start Time of the Final (Bronze Medal Match). At this time the Jury will distribute the Bib numbers to all the athletes of the four (4) qualified teams.
- b) The Equipment Control Jury will instruct the members of each team or their representatives (Coaches or Team Officials) to place all of their cartridges in numbered boxes (corresponding to their Bib numbers). The Equipment Control Jury will select cartridges to be checked and seal the boxes in the presence of the team members or Coach/Team Official and conduct equipment inspections. Cartridge checks must be completed before the presentations.
- c) The members of the Qualified teams must present themselves to the Finals Range, **15 minutes**, before the start of the Final (Bronze Medal Match), for preliminaries and presentation.
- d) No additional cartridges may be brought to the Field of Play.

9. TARGET OBSERVATION – PRESENTATION – TEST FIRE

- a) A one (1) point penalty will be deducted from the score of the first hit target of the first athlete, if any of the team's cartridges are not presented for cartridge control **30 minutes** before the start of the Final (BMM) or if one or either of the team members do not report **15 minutes** before the start of the Final (BMM).

- b) Any team that does not report on time for Presentation will not be allowed to take part in the Match and will be awarded the 4th place (if in the BMM) or the 2nd place (if in the GMM).
- c) After reporting at the range, the athletes of the Qualified teams of the Bronze Medal Match will be allowed to take their cartridges from the boxes (the athletes of the Gold Medal Match will not be allowed at this stage to take their cartridges). Then, all four (4) Qualified teams will be asked to go to the shooting stations for aiming exercises and target observation (left and right targets from all shooting stations). No test fire will be allowed at this stage.
- d) After aiming exercises and target observation, the Qualified teams of the Gold Medal Match will be asked to be seated and wait for their turn at the designated area. The athletes of the Qualified teams of the Bronze Medal Match together with their Coaches/Team Officials will assemble in a designated area to the side of the range, to await being called for presentation. The Qualified team in 3rd place will be presented first followed by the team in 4th place. Each team will enter the field of play (female athlete first - male athlete second) followed by the Coach/Team Official and the announcer will introduce them to the spectators. After presentation of the teams the announcer will present the Jury Member in charge and the appointed Referee who must be positioned in the middle of the two teams. All those presented must remain facing the spectators until the presentation is completed.
- e) The Jury Member in charge must make sure, that the teams are assembled in the correct order.
- f) After presentation, the finalists of the Bronze Medal Match under the guidance of the appointed Referee will take their shooting positions and test fire after which the Match will begin.
- g) After completion of the Bronze Medal Match the finalists of the Gold Medal Match, their Coaches/Team Officials, the Jury Member in charge and the appointed Referee will be presented in the way specified in **d) above**. Before presentation the athletes will be allowed to take the cartridges from their boxes. After presentation the athletes under the guidance of the appointed Referee will take their shooting positions and test fire after which the Match will begin.
- h) At the end of the Final the Gold, Silver and Bronze Medallist teams will be assembled by the Jury Member in charge, in the center of the Finals Range for official photographs and announcements.

10. MUSIC & AUDIENCE SUPPORT

During the Final, music must be played. Enthusiastic audience support is encouraged and is recommended during the Matches.

11. MALFUNCTIONS DURING THE FINAL

- 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 and the remaining team must be declared as the winner. If the malfunction is corrected, within the 3-minute timing, then the Final must continue, without any further delay.
- b) A team is allowed a maximum of two (2) malfunctions during a Final, including any shoot offs, whether or not there was an attempt to correct the malfunction.
- c) Any regular target(s) on which any further malfunction occurs will be declared **“LOST”** whether or not the athlete attempted to fire.

12. PROTESTS DURING THE FINAL

- 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 **“PROTEST.”** No protest will be accepted after the next athlete fires.
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. In this case, the decision of the Referee is final and cannot be appealed.
- c) Any other protest by the athlete or Coach/Team Official for any matter other than **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** target(s), will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed. In this case if the protest is lost, a penalty of two (2) points must apply to the last two (2) **“HIT”** targets, of the athlete (team).
- d) In case a VAR system is used in the Medal Matches, then the published VAR rules will apply.

13. SPECIAL EQUIPMENT & FINAL OFFICIALS

- a) Details regarding special equipment and the composition of the Technical Officials of the Final can be found in section 9.18 of the ISSF Shotgun Rules.
- b) The Finals Protest Jury is composed of the Jury Member in charge of the Final (could be the Chairman of the Jury) and two (2) other members of the Shotgun Jury. In case the Jury Member in Charge is not the Chairman of the Jury then the Chairman of the Jury must be one of the two (2) other members of the Shotgun Jury.

14. COLOUR OF TARGETS

Qualification Stage: Normal targets
Final Stage: Flash targets

15. 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.