



ESC CHALLENGE

SKEET DUET MIXED

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

Description of the format and of the competition rules

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 a maximum of two (2) teams (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 Skeet 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).
- f) The four (4) highest-ranking teams after qualification (**see also 1b above**) 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 (Procedures during shoot-offs) 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.

3. PROCEDURE DURING SHOOT-OFFS

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-off, **lower position shoot-offs** must be shot first, followed by higher position shoot-offs.
- e) Each team Coach/Team Official must designate the shooting order of the two members of his team (who will shoot first and second). The order of shooting between the two members of each team (as decided by the Coach/Team Official) must remain the same throughout the shoot-off.
- f) The athletes, in the shooting order designated by the Coach/Team Official 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 4 shots (2+2=4) will be eliminated and will take the lower place. If the tie(s) is(are) not broken, then the same procedure will continue on the same station with the members of each Team shooting at a reverse double. If still the tie(s) is(are) not broken

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(s) is(are) broken.

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

Shoot-offs after Medal Matches

- h) 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).
- i) The shoot-off will be conducted on stations 3, 4, 5.
- j) The shooting order of the two members of each team (who will shoot first and second), will be decided by the Bib number of each athlete. The athletes with the lowest Bib number will shoot first followed by the second athlete. The order of shooting between the two members of each team must remain the same throughout the shoot-off.
- k) The athletes, of the highest-ranking Team must line up behind station 3, in Bib number order and 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 4 shots (2+2=4) will be the winner.
- l) If the tie is not broken, then the same procedure will continue with the members of each Team 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 after Medal Matches, 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 by the Chief Referee from among the appointed Referees.

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. FINAL 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 thirty (30) seconds monitored by an electronic timer managed by a Referee selected by the Chief Referee 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 two (2) Duet Mixed Teams (4 athletes) will **start from 0** and compete in series of 4-target sequences (2 doubles – 1 normal and 1 reverse) on stations 3,4,5,3 & 4 that continue until the winners are decided as follows:
- e) Starting from station 3, the two athletes from each Duet Mixed Team will each shoot, in bib number order 2 doubles (1 normal and 1 reverse double) 4 shots (8 shots per Mixed Team).
- f) After each station, the Duet Mixed Team with the highest result out of the 4+4=8 shots, **will take 2 points**. The team with the lowest result will **take 0 points**. In case of equal result each Duet Mixed Team will **take 1 point**.

- g) The shooting sequence (**which team will shoot first**) will alternate between the two Duet Mixed Teams after each station).
- h) The points of each series (station) will be carried forward to the next series (station).
- i) The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series (station). The scores of each series (station) will start from zero.
- j) This process will continue in sequence on stations 3,4,5,3,4 (5 stations) and the Mixed Team to win first **6 points** will be the winner. If the shooting sequence is completed on all 5 stations and there is a tied **score of 5:5**, the winning Duet Mixed team will be decided by a shoot-off, as per stated shoot-off procedures of section 3 above (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, 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 (Bronze Medal Match) or if one or either of the team members do not report **15 minutes** before the start of the Final (Bronze Medal Match).
- 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 Bronze Medal Match) or the 2nd place (if in the Gold Medal Match).
- 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. 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. 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 line up behind station 3 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 line up behind station 3 and test fire after which the Match will begin.
- h) At the end of the Final the Gold, Silver and Bronze Medallist teams must be assembled by the Jury Member in charge, in the center of the Finals Range for official photographs and announcements.

10. SPECIAL EQUIPMENT & FINAL OFFICIALS

- a) Details regarding special equipment and the composition of the Technical Officials of the Final can be found in the relevant section 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.

11. MUSIC & AUDIENCE SUPPORT

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

12. 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.

13. 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.

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 ESC Skeet Duet Mixed rules, will be decided by the Jury on the basis of any other applicable ISSF General Technical or Shotgun Rule.