



## ESC CHALLENGE TRAP 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) Trap 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/4<sup>th</sup> place)

#### Men Junior/Women Junior

- Qualification

and

- Final

composed of:

- Medal Matches (Gold/Silver & Bronze/4<sup>th</sup> 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 **1<sup>st</sup> to 4<sup>th</sup> 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 **5<sup>th</sup> 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 1<sub>1</sub>, 1<sub>2</sub> and 1<sub>3</sub>. The athletes of the team in place 2 will receive Bib numbers 2<sub>1</sub>, 2<sub>2</sub> and 2<sub>3</sub>. The athletes of the team in place 3 will receive Bib numbers 3<sub>1</sub>, 3<sub>2</sub> and 3<sub>3</sub> and the fourth team will receive 4<sub>1</sub>, 4<sub>2</sub> and 4<sub>3</sub>. 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:

1<sub>1</sub>, 1<sub>2</sub>, 1<sub>3</sub>      2<sub>1</sub>, 2<sub>2</sub>, 2<sub>3</sub>      3<sub>1</sub>, 3<sub>2</sub>, 3<sub>3</sub>      4<sub>1</sub>, 4<sub>2</sub>, 4<sub>3</sub>

#### **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 1<sup>st</sup> & 2<sup>nd</sup> position after Qualification or any eventual shoot-offs will compete in the Gold Medal Match. The teams in the 3<sup>rd</sup> and 4<sup>th</sup> 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) 1<sup>st</sup> Match:

Team in the 1<sup>st</sup> position Vs team in the 4<sup>th</sup> position

2<sup>nd</sup> Match:

Team in the 2<sup>nd</sup> position Vs team in the 3<sup>rd</sup> position

l) The two matches of the Semi Final, will be conducted at the published timings, on the Finals Range. (The 1<sup>st</sup> match will be conducted first, followed by the 2<sup>nd</sup> 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 1<sub>1</sub>, 1<sub>2</sub> and 1<sub>3</sub> and 2<sub>1</sub>, 2<sub>2</sub> and 2<sub>3</sub>. The athletes of the qualified teams in the Bronze Medal Match will be allocated Bib numbers 3<sub>1</sub>, 3<sub>2</sub> and 3<sub>3</sub> and 4<sub>1</sub>, 4<sub>2</sub> and 4<sub>3</sub>. 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) 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.

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

- a) Each member of the two teams will shoot, up to five (5) series of five (5) targets in each series (maximum 25 targets per athlete). During each series, each team will shoot fifteen (15) targets (5 targets X 3 athletes = 15 targets).
- 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. The targets shot by each member of each team, from each station, during one series, will be random (left, right or centre).
- c) In the 1<sup>st</sup> series the athletes of the team with the lower Bib number will occupy shooting stations 1, 2 and 3 in Bib number order. The athletes of the 2<sup>nd</sup> team will occupy shooting stations 4, 5 and 6, also in Bib number order.
- d) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 5 targets (example: in the 2<sup>nd</sup> series the 2<sup>nd</sup> team will occupy stations 1, 2 and 3 and the 1<sup>st</sup> team stations 4,5 & 6 and so on).
- e) 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**.
- f) The points of each series will be carried forward to the next series.
- g) 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.
- h) The first team to win **six (6) points**, will be the winner of the Match.
- i) If at the end of the 5<sup>th</sup> 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.

## **6. SHOOT-OFF PROCEDURES**

### Shoot-off Target Shooting Sequences and Procedures - General

- a) 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;
- b) The athlete to shoot first 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 (third or fourth Team in case of shoot-offs after Qualification) 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 shooting order and sequence (but shooting at a right target) 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 shoot-off will continue in the same shooting order and sequence on successive stations 3, 4, 5, 1, 2 and so on (with left and right targets), 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.

#### 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 Semi Final, Medal Matches

a) The starting positions in the shoot offs after a Semi Final or a Medal Match will be decided by the Bib number of each team (the team with the lower 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, there will be no test firing and no targets will be observed by the athletes before shooting

### **7. GOLDEN HIT (ALL CATEGORIES)**

In case, at any stage during a Semi Final or 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 - 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 4<sup>th</sup> 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.

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 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 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.