



**TRAP/SKEET  
ESC Challenge  
TEAM M/W**

**A. Competition Administration**

- 1) The competition will be conducted separately for Men's and Women's categories.
- 2) Each team consists of two athletes of the same gender representing one country.
- 3) The League will consist of two stages:
  - the Semifinal stage conducted on Day 1, and
  - the Final stage (Medal Matches) conducted on Day 2
- 4) In both stages the Men's competition will start first followed by the Women's competition, as per published program.
- 5) The competition will be conducted in the form of individual duels between the athletes of each participating Team (except in case of Pair Duel/Matches where both athletes of each Team take part).
- 6) In the Semifinal stage, the order of the Duels between the athletes of the Teams will be prepared on the basis of the original qualifying European Team ranking (1st, 2nd, 3rd, or 4th place), as below:
- 7) The athletes of the 1st-ranked team will compete against the athletes of the 4th-ranked team (or the host nation), while the athletes of the 2nd-ranked team will compete against the athletes of the 3rd-ranked team. The Duels between the athletes of the 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams will be shot first followed by the Duels of the athletes of the 1<sup>st</sup> and 4<sup>th</sup> ranked teams.
- 8) The shooting order of the competing athletes in each Duel (Semifinal or Medal Matches) will be determined by the Bib number, of each team. The athlete with the lower Bib number of the higher-ranked Team shoots first followed by the athlete with the lower Bib number of the second team and then the second athlete of the higher-ranked Team against the second athlete of the lower-ranked Team.

- 9) The winner of each individual Duel will earn 1 point for their national team, while the losing athlete will earn 0 points.
- 10) The national Team to accumulate 2 points (out of the 2 duels) will be declared the winner.
- 11) If the two teams are tied at 1:1 at the end of the Semifinal or Medal Match stage, the winning team will be determined after a Pair Duel/Match (see: sections D & F below, for details) with both athletes from each team taking part in the match.
- 12) The winning teams from the Semifinal stage will advance to the Gold Medal Match, while the losing teams will compete in the Bronze Medal Match.
- 13) The Semifinal stage will be conducted on Day 1 and the Medal Matches on Day 2 of the Competition as per competition schedule. The Semifinal will be conducted on allocated range(s) as decided by the Jury and the Medal Matches on the Finals range.

**B. Bib Number Allocation:**

- 1) At the beginning of the Competition the coaches/team officials are responsible for assigning the Bib numbers to their athletes (who will receive Bib number 1 and who will receive Bib number 2).
- 2) The Bib numbers must indicate the gender (M or W), the team's original ranking (1, 2, 3, or 4), the national abbreviation (e.g., AND, MDA, ISR, ITA), and the shooting order of the athlete (Bib number 1 or Bib number 2).
- 3) If a host nation team (not qualified by ranking) is included, it will be assigned the 4<sup>th</sup> place.
- 4) Example of Bib Numbers:  
 W1AND<sub>1</sub>, W1AND<sub>2</sub> - W2MDA<sub>1</sub>, W2MDA<sub>2</sub>  
 W3AND<sub>1</sub>, W3AND<sub>2</sub> - W4ISR<sub>1</sub>, W4ISR<sub>2</sub>  
  
 M1ITA<sub>1</sub>, M1ITA<sub>2</sub> - M2POL<sub>1</sub>, M2POL<sub>2</sub>  
 M3GER<sub>1</sub>, M3GER<sub>2</sub> - M4DEN<sub>1</sub>, M4DEN<sub>2</sub>
- 5) After the Semifinal, no new Bib numbers will be distributed to the members of each national team. The athletes will retain their original Bib numbers.

### **C. TRAP DUEL - Competition format**

- a) 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.
- b) Athletes will be allowed to test fire before the start of the semifinals. Showing of targets will be allowed only on the first Duel Match of the Semifinals on Day 1, on each range under use.
- c) The 2 athletes in each Match will start from 0 and compete in a series of 5-target sequences. 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.
- d) During each series, each athlete will shoot 5 targets. The sequence of the five (5) targets of each athlete will be composed of two (2) left, two (2) right, and one (1) centre target in random order from any of the stations.
- e) The athlete with the lower Bib number of the higher-ranked Team will occupy shooting station 1. The second athlete will occupy shooting station 3. The shooting sequence (which athlete will shoot first) will alternate between the two athletes after each series of 5 targets (Example: In the 2<sup>nd</sup> series the second athlete will start shooting from station 1 and the first athlete from station 3 and so on.)
- f) After each series of 5 targets, the athlete with the highest number of hits out of the total score of 5 targets will receive 2 points. The athlete with the lower result will receive 0 points, and if the results are equal, then each athlete will receive 1 point.
- e) The points of each series will be carried forward to the next series.
- f) 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.
- g) The athlete that earns six (6) points first will be the winner.
- h) If the shooting sequence of the 5 series of 5 targets each (total 25 targets) is completed without any athlete reaching 6 points and there is a tied score of 5:5, then the winning athlete will be decided by a shoot-off, as below:

- i) Before the shoot-off starts a left and a right target will be thrown from each of the five (5) stations. The two tied athletes must then line up behind Station 1 (the athlete of the higher-ranked team shoots first). Starting on Station 1 they must shoot at regular targets (left or right) until the tie is broken according to the following 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;
- j) The first athlete must on command move on to the station, load and call for the target. Only one (1) shot is permitted at each target; the gun must be loaded with one (1) cartridge only; the second barrel must not be loaded with any empty, dummy or loaded cartridge. For a first violation the athlete will receive a Warning (Yellow Card). For any second or subsequent violation the target will be declared "LOST;"
- k) After shooting, the athlete must move to the rear of the athlete who has yet to shoot; If after the athletes have shot on Station 1 the tie remains, the two athletes must move to Station 2 and repeat the procedure; This system of shooting station by station must continue as long as a tie remains until the winner is decided.
- l) There will be no target observation or test fire before the shoot-offs after Matches on any stage.

#### **D. TRAP PAIR DUEL/MATCH**

- a) In the case of a Pair Duel/Match, after a tie, where both athletes have to take part, the shooting order of the competing athletes in Match (as outline in section A11, above) is determined by the Bib number, of each team. The athlete with the lower Bib number of the higher-ranked team shoots first followed by the second athlete of the Team who are followed by the two athletes of the second team in Bib number order.
- b) The preparation time limit, for each station is 12 seconds, monitored by an electronic timer managed by a Referee selected from among the appointed Referees.
- c) No test fire or showing of targets will be allowed before a Pair Duel/Match.
- d) The two Teams (4 athletes) will start from 0 and compete in series of 5-target sequences. Number of targets: 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, total 10 targets for each Team. (5 targets X 2 athletes = 10 targets).

- e) The athletes of the higher – ranked Team will occupy shooting **stations 1 and 2** in Bib number order. The athletes of the second Team will occupy shooting **stations 3 and 4**, also in Bib number order.
- f) During each series, the sequence of the ten (10) targets of each Team (5 targets X 2 athletes = 10) will be composed of four (4) left, four (4) right and two (2) center targets in random order from any of the stations.
- g) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of 5 targets.
- h) 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**.
- i) The points of each series will be carried forward to the next series.
- j) 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.
- k) The team that earns **six (6) points first**, will be the winner.
- l) 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, the winning team will be decided by a shoot off, as stated below.
- m) There will be no target observation or test fire before the shoot off after a Pair Duel/Match.

### **Procedure during a shoot off after the Trap Pair Duel/Match**

- n) The shoot off will be conducted as per procedure outlined in section B) k), l) and m) above, but with both members of the team participating in the shoot off. The athletes of the higher-ranked Team shoot first followed by the athletes of the second team. The athletes of each team shoot in Bib number order, one behind the other. This order of shooting between the two members of each team must remain the same throughout the shoot-

off. The winning team is the team with the highest number of hit targets out of the two shots (one shot per athlete), after each station.

### **E. SKEET DUEL - Competition format**

a) The preparation time limit for each station is thirty (30) seconds, monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

b) Athletes will be allowed to test fire before the start of the Semifinals. Showing of targets will be allowed only on the first Duel Match of the Semifinals on Day 1, on each range under use.

c) The two athletes in each Match will start from 0 and shoot in sequence 4 targets (2 doubles – 1 normal/1 reverse) on each of the stations 3,4,5,3 & 4 (5 series). Maximum 20 targets each athlete, as follows:

1<sup>st</sup> series - Station 3: 1 normal and 1 reverse double

2<sup>nd</sup> series - Station 4: 1 normal and 1 reverse double

3<sup>rd</sup> series - Station 5: 1 normal and 1 reverse double

4<sup>th</sup> series - Station 3: 1 normal and 1 reverse double

5<sup>th</sup> series - Station 4: 1 normal and 1 reverse double

d) In the 1<sup>st</sup> series (station 3), the athlete with the lower Bib number of the higher-ranked team will shoot first, followed by the athlete with the lower Bib number of the second Team. The shooting sequence (which athlete will shoot first) will alternate between the two athletes after each series of 4 targets - 2 doubles (after each station) (Example: In the 2<sup>nd</sup> series (station 4) the 2<sup>nd</sup> athlete will shoot first and the 1<sup>st</sup> athlete will shoot second and so on).

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

f) 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.

g) The athlete that earns six (6) points first will be the winner.

h) If at the end of the 5<sup>th</sup> series (station 4), after 20 targets, the two athletes have the same number of points 5:5, then the winner will be

decided by a shoot-off.

i) In the shoot-off the athlete with the lower Bib number of the higher-ranked Team shoots first, followed by the athlete of the second Team.

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

k) The first athlete must shoot at a normal double on station 3. The second athlete will do likewise and shoot also at a regular double on station 3. The athlete with the highest number of hits out of the 2 shots will be the winner.

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

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

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

## **F. SKEET PAIR DUEL/MATCH**

a) In the case of a Pair Duel/Match, after a tie, where both athletes have to take part, (as per section A11, above) the starting positions are determined by the Bib number, of each team. The athletes of the higher-ranked Team shoot first followed by the athletes of the second Team. The athletes shoot in Bib number order one behind the other.

b) No test fire or showing of targets will be allowed before a Pair Duel/Match.

c) The preparation time limit, on each station is 30 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

d) The four competing athletes will start from 0 and each shoot in sequence 4 targets (2 doubles – 1 normal/1 reverse) on each of the stations 3,4,5,3 & 4 (5 series). Maximum 20 targets each athlete (40 targets each team), as follows:

- 1<sup>st</sup> series - Station 3: 1 normal and 1 reverse double
- 2<sup>nd</sup> series - Station 4: 1 normal and 1 reverse double
- 3<sup>rd</sup> series - Station 5: 1 normal and 1 reverse double
- 4<sup>th</sup> series - Station 3: 1 normal and 1 reverse double

- 5<sup>th</sup> series - Station 4: 1 normal and 1 reverse double

e) The athletes of the higher-ranked Team will start first, from station 3 followed by the athletes of the second Team and all shoot in Bib number order. The two athletes from each Team will each shoot, 2 doubles (1 normal and 1 reverse double), 4 shots (8 shots per Team).

f) After each station, the Team with the highest result after the 4+4=8 shots, **will receive 2 points**. The team with the lowest result will **receive 0 points**. In case of equal result each Team will **receive 1 point**.

g) The shooting sequence (which team will shoot first) will alternate between the two Teams, after each station (i.e., on station 4 the athletes of the 2<sup>nd</sup> team will shoot first followed by the athletes of the 1<sup>st</sup> team. On station 5 the athletes of the 1<sup>st</sup> team will shoot first followed by the athletes of the 2<sup>nd</sup> team and so on).

h) The points of each station will be carried forward to the next station.

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

j) This process will continue in sequence on stations 3,4,5,3 and 4 (5 stations) and the Team **to win first 6 points** will be the winner.

k) If the shooting sequence is completed on all 5 stations and there is a tied score of 5:5, then the winning Team will be decided by a shoot off, as per procedures specified below.

### **Procedure during a shoot off after the Skeet Pair Duel/Match**

l) The starting positions in the shoot off after a Pair Duel/Match will be decided by the Bib number of each team. The athletes of the higher-ranked Team will shoot first followed by the athletes of the second team.

m) The athletes of each Team will shoot in Bib number order, one behind the other. This order of shooting between the two members of each team must remain the same throughout the shoot-off.

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

o) The athletes of the higher-ranked Team must line up behind station 3 and each shoot at a normal double in Bib number order. Then likewise the

athletes of the second Team will each shoot at a normal double in Bib number order. The Team with the higher number of hits out of the 4 shots (2+2=4) will be the winner. If the tie is not broken the same sequence must continue on the same station but with reverse doubles.

p) If the tie is not broken on station 3, the same procedure will continue in the same order and sequence on station 4 (then 5, 4, 3 and so on) with the members of each Team shooting first at normal and then at reverse doubles until the tie is broken.

q) The preparation time limit is 15 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

r) There will be no target observation or test fire before the shoot off after a Pair Duel/Match.

## **G. COACHING TIMEOUT**

During any stage of the competition matches (Semifinals/Medal Matches) while shooting is in progress, Coaches/Team Officials, without disturbing the athletes and the shooting procedure, may attract the attention of the Jury Member in Charge and request, one (1) Coaching Timeout for his/her athlete for a maximum duration of one (1) minute. The Jury Member in charge will then, without disturbing the shooting procedure/sequence at the turn of that athlete to fire, stop shooting and allow the Coach/Team Official to approach and speak to his/her athlete on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athlete without losing the opportunity for a timeout. The Jury Member in charge must control the time.

## **H. GOLDEN HIT**

In case, at any stage of any competition match (Semifinals/Medal Matches) the winning athlete/Team can be clearly established mathematically from the total number of targets already shot by the athletes, 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.

## **I. REPORTING-TARGET OBSERVATION-PRESENTATION-TEST FIRE**

### **Semifinals**

a) The Athletes participating in the Semifinal stage (Day 1), must report to the designated Range for preliminary preparation, at least 15 minutes before the scheduled start time of their Match.

b) Jury members may conduct random cartridge or equipment controls.

c) A one (1) point penalty will be deducted from the score of the first hit target of an athlete if the athlete does not report 15 minutes before the start of the Match.

d) Any athlete who does not report on time for the scheduled starting time of their Match will not be allowed to participate in the Match and will be considered as the loser of the Match.

e) A short presentation of the two participating athletes (announcing only the name, nation and ranking of each athlete) may be conducted by the Referee or Jury Member in charge before the start of a Match.

### **Final – Medal Matches:**

f) All four (4) qualified athletes in the Medal Matches (Bronze-Gold Medal Matches) or their representatives (Coaches or Team Officials) must report with all their cartridges to the designated reporting area at the Finals Range for cartridge control, at least 30 minutes before the scheduled start time of the Bronze Medal Match. The athletes must report to the designated reporting area at least 15 minutes before the start of the Bronze Medal Match for equipment control and preliminary preparation for presentation.

g) A one (1) point penalty will be deducted from the score of the first hit target of the athlete if any of the athlete's cartridges are not presented for cartridge control 30 minutes before the start of the Bronze Medal Match or if the athlete does not report 15 minutes before the start of the Match.

h) The Equipment Control Jury will instruct each athlete 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 athletes or Coach/Team Official and conduct equipment inspections. Cartridge checks must be completed before the presentations.

i) No additional cartridges may be brought to the Field of Play.

j) After reporting at the range, the athletes 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 athletes will be asked to go to the shooting stations for aiming exercises and target observation. No test fire will be

allowed at this stage.

k) After aiming exercises and target observation, the Qualified athletes of the Gold Medal Match will be asked to be seated and wait for their turn at the designated area. The athletes 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. The Qualified athlete of the higher-ranked Team will be presented first, followed by the athlete of the second Team. Each athlete will enter the field of play followed by his/her Coach or Team Official, and the announcer will introduce them to the spectators. After the presentation of the athletes, the announcer will present the Jury Member in charge and the appointed Referee, who must be positioned in the middle of the two athletes/coaches. All those presented must remain facing the spectators until the presentation is completed.

l) The Jury Member in charge must make sure that the athletes are assembled in the correct order.

m) Any athlete who does not report on time for Presentation will not be allowed to take part in the Match and will be awarded the 4<sup>th</sup> place (if in the Bronze Medal Match) or the 2<sup>nd</sup> place (if in the Gold Medal Match).

n) After the presentation, the athletes 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.

o) After completion of the Bronze Medal Match the athletes of the Gold Medal Match, their Coaches or Team Officials, the Jury Member in charge, and the appointed Referee will be presented in the way specified in f) above. Before the presentation, the athletes will be allowed to take the cartridges from their boxes. After the presentation, the athletes, under the guidance of the appointed Referee, will take their shooting positions and test fire, after which the Match will begin.

p) At the end of the Final, the Gold, Silver, and the Bronze medalist Teams will be assembled by the Jury Member in charge in the center of the Finals Range for official photographs and announcements.

## **J. MUSIC & AUDIENCE SUPPORT**

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

## **K. MALFUNCTIONS DURING A MATCH**

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 no more than three (3) minutes to repair the shotgun, obtain another approved shotgun, or replace the ammunition. If this cannot be done within three (3) minutes, the athlete must withdraw, and the remaining athlete must be declared the winner. If the malfunction is corrected within the 3-minute timing, the duel/elimination Match must continue without any further delay.

b) Each athlete during a Duel Match or a Team during a Pair Duel/Match is allowed a maximum of two (2) malfunctions, 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.

## **L. PROTESTS DURING A MATCH**

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/her decision. In this case, the decision of the Referee is final and cannot be appealed.

c) In a Duel Match during the Semifinals, 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 Jury. In a Medal Match or a preceding Pair Duel/Match, such a protest will be decided by the Finals Protest Jury (appointed for the semifinal/final by the TD and composed by the Jury Member in Charge, the Jury Chairman and another Member of the Jury) immediately. The decision of the Finals Protest Jury, in a Medal Match/Pair Duel/match, 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/Pair.

d) In case a VAR system is used in the Medal Matches, then the published ESC VAR rules will apply.

## **M. 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.

## **N. Competition Organization and Shooting Sequences in the Semifinal Stage (First Competition Day)**

### **Trap Men:**

#### **First Duel: National Team (2nd place) vs. National Team (3rd place)**

- Athlete 1 (2nd TEAM) vs. Athlete 1 (3rd TEAM)
- Athlete 2 (2nd TEAM) vs. Athlete 2 (3rd TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

#### **Second Duel: National Team (1st place) vs. National Team (4th place)**

- Athlete 1 (1st TEAM) vs. Athlete 1 (4th TEAM)
- Athlete 2 (1st TEAM) vs. Athlete 2 (4th TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

### **Trap Women:**

#### **First Duel: National Team (2nd place) vs. National Team (3rd place)**

- Athlete 1 (2nd TEAM) vs. Athlete 1 (3rd TEAM)
- Athlete 2 (2nd TEAM) vs. Athlete 2 (3rd TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

#### **Second Duel: National Team (1st place) vs. National Team (4th place)**

- Athlete 1 (1st TEAM) vs. Athlete 1 (4th TEAM)
- Athlete 2 (1st TEAM) vs. Athlete 2 (4th TEAM)

- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

### **Skeet Men:**

#### **First Duel: National Team (2nd place) vs. National Team (3rd place)**

- Athlete 1 (2nd TEAM) vs. Athlete 1 (3rd TEAM)
- Athlete 2 (2nd TEAM) vs. Athlete 2 (3rd TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

#### **Second Duel: National Team (1st place) vs. National Team (4th place)**

- Athlete 1 (1st TEAM) vs. Athlete 1 (4th TEAM)
- Athlete 2 (1st TEAM) vs. Athlete 2 (4th TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

### **Skeet Women:**

#### **First Duel: National Team (2nd place) vs. National Team (3rd place)**

- Athlete 1 (2nd TEAM) vs. Athlete 1 (3rd TEAM)
- Athlete 2 (2nd TEAM) vs. Athlete 2 (3rd TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

#### **Second Duel: National Team (1st place) vs. National Team (4th place)**

- Athlete 1 (1st TEAM) vs. Athlete 1 (4th TEAM)
- Athlete 2 (1st TEAM) vs. Athlete 2 (4th TEAM)
- The team to win 2 points is the winner. In case of a 1:1 tie, the winner will be decided by a Pair Duel/Match.

## **O. Competition Organization and Shooting Sequence of the Duels in the Final (Medal Matches) - Second Competition Day**

### **First - SKEET MEN Bronze Medal Match:**

Individual duels between the members of the losing teams from the Semifinal (3rd place vs 4th place)

- 3rd TEAM/Man1 vs 4th TEAM/Man1
- 3rd TEAM/Man2 vs 4th TEAM/Man2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **Second - SKEET WOMEN Bronze Medal Match:**

Individual duels between the members of the losing teams from the Semifinal (3rd place vs 4th place)

- 3rd TEAM/Woman1 vs 4th TEAM/Woman1
- 3rd TEAM/Woman2 vs 4th TEAM/Woman2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **Third - SKEET MEN Gold Medal Match:**

Individual duels between the members of the winning teams from the Semifinal (1st place vs 2nd place)

- 1st TEAM/Man1 vs 2nd TEAM/Man1
- 1st TEAM/Man2 vs 2nd TEAM/Man2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **Fourth - SKEET WOMEN Gold Medal Match:**

Individual duels between the members of the winning teams from the Semifinal (1st place vs 2nd place)

- 1st TEAM/Woman1 vs 2nd TEAM/Woman1
- 1st TEAM/Woman2 vs 2nd TEAM/Woman2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **First - TRAP MEN Bronze Medal Match:**

Individual duels between the members of the losing teams from the Semifinal (3rd place vs 4th place)

- 3rd TEAM/Man1 vs 4th TEAM/Man1
- 3rd TEAM/Man2 vs 4th TEAM/Man2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **Second - TRAP WOMEN Bronze Medal Match:**

Individual duels between the members of the losing teams from the Semifinal (3rd place vs 4th place)

- 3rd TEAM/Woman1 vs 4th TEAM/Woman1
- 3rd TEAM/Woman2 vs 4th TEAM/Woman2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **Third - TRAP MEN Gold Medal Match:**

Individual duels between the members of the winning teams from the Semifinal (1st place vs 2nd place)

- 1st TEAM/Man1 vs 2nd TEAM/Man1
- 1st TEAM/Man2 vs 2nd TEAM/Man2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.

### **Fourth - TRAP WOMEN Gold Medal Match:**

Individual duels between the members of the winning teams from the Semifinal (1st place vs 2nd place)

- 1st TEAM/Woman1 vs 2nd TEAM/Woman1
- 1st TEAM/Woman2 vs 2nd TEAM/Woman2
- The National Team to win 2 points is the winner. In case of a tie (1:1), the winner will be decided after a Pair Duel/Match.