



EYOF SKOPJE 2025

10M AIR RIFLE/AIRPISTOL EYOF 2025 DUET HIT/MISS

Description of the format and the competition rules

1. FORMAT

a) **General**

It is a format for competition between Duets consisting of two athletes of different gender (1 male and 1 female) from the same nation.

b) **Number of stages**

The competition consists of two (2) stages:

- Qualification (two parts)
- Final (Bronze Medal Match and Gold Medal Match)

c) **Scoring**

Hit and Miss Scoring is used during all stages. Athletes score is the number of hits. The scores of the Duets are based on number of hits of two (2) members.

- Air Rifle HIT value is 10,3 or higher.
- Air Pistol HIT value is 9,8 or higher.

d) **Targets and Ranges**

A 10m range must be used for Qualification. Medal Matches must take place in the Final Hall.

Electronic Scoring Targets for all ranges.

2. COMPETITION RULES

A. QUALIFICATION

Consists of Qualification Part 1 (QP 1) and Qualification Part 2 (QP 2).

The scores of each Duet member will be added together, and the combined results will be ranked.

In QP 1 each athlete will fire twenty (20) shots in a time limit of twenty (20) minutes. The best eight (8) Duets will qualify to QP2. **The score from QP 1 is carried to QP 2.**

In QP 2 all athletes will fire twenty (20) additional shots in time limit of twenty (20) minutes to decide the best four (4) Duets which will qualify for the Final. The score of each Duet is total number of Hits in QP 1 and QP 2.

Duets ranked first and second after QP 2 will qualify for Gold Medal Match (GMM). Duets ranked third and fourth will qualify for Bronze Medal Match (BMM).

2.1 QP 1

a) **Course of fire**

Firing-points for each Duet are allocated randomly by software. Members of each Duet shoot next to each other. Woman on the left side. Each athlete fires independently of their Duet partner.

Equipment Set up time: ten (10) minutes.

Preparation and Sighting time: ten (10) minutes.

Each athlete will fire twenty (20) shots in a time limit of twenty (20) minutes. The hits of each Duet member will be added together and the Duet results will be ranked.

b) Ranking and Ties in QP 1

In case the Duets have the same number of hits, the tie will be broken by the highest number of hits in last ten shot series of Duet working backwards. If any tie remains, it will be broken using shot-by-shot basis using hits and misses beginning with the last shot, then to the next shot, etc.

If the tie is still not broken, the Duets must have same ranking and must be listed in alphabetical order, using Duets NOC name. In case of the tie is unbroken for 8th place, all Duets tied for 8th place will qualify to QP 2.

Score from QP 1 is carried to QP 2.

2.2 QP 2

a) Course of fire

Each athlete will fire twenty (20) shots in a time limit of twenty (20) minutes.

b) Procedure in case of one relay in QP 1

The Duets remain on their original firing-points. The Duets who do not qualify for QP 2 should remove their equipment from the firing-line as soon as possible.

The Chief Range Officer will command, "Take your positions" eight (8) minutes before the scheduled start time of Part 2. This allows athletes five (5) minutes to take positions before the start of Preparation and Sighting time (three (3) minutes).

There must be 10 minutes break between the end of QP1 and command "Take your positions" for QP2.

c) Procedure in case of two relays in QP 1

Athletes should remove their equipment from the firing-line as soon as possible.

New start list with new firing points will be issued.

The Chief Range Officer will command, "Take your positions" fifteen (15) minutes before the scheduled start time of QP 2. This allows ten (10) minutes to take positions before the start of Preparation and Sighting time (five (5) minutes).

There must be 10 minutes break between the end of QP1 and command "Take your positions" for QP2.

d) Ranking and Ties in QP 2

If the Duets have the same number of hits (QP1+QP2), the tie will be broken by the highest score of QP 2.

If any tie remains it will be decided by highest number of hits in last ten shot series working backward for QP 2 and QP 1. If any tie remains, it will be broken using shot-by-shot basis using hits and misses beginning with the last shot, then to the next shot, etc.

If the tie is still not broken, the Duets must have same ranking and must be listed in alphabetical order, using Duets NOC name.

If tie remain unbroken for qualify to Final, the tied Duets will proceed to the shoot off to resolve the tie.

e) Shoot off procedure

Duets which participate in shoot off or their Coaches must report to designated part of the range latest 10 min after the end of QP2.

They will be assigned to their Firing points (They will use the FP from QP2).

Three (3) minutes will be given to set up followed by three (3) minutes Preparation and Sighting time.

They will fire single shots in time limit of fifty (50) seconds on command on HIT/MISS basis until the tie is broken.

f) Malfunctions

Malfunctions will be governed according to ISSF Rules for 10m Rifle and Pistol.

3. FINAL

Consists of the Gold Medal Match (GMM) and Bronze Medal Match (BMM).

The first Duet to reach twenty (20) Hits or more will be declared the winner of the Medal Match.

a) Reporting Time

All four (4) Duets which qualify for the Final must report to the designated reporting Area, with all necessary equipment, at least 30 minutes before the Start Time of the Final. Each Duet may be accompanied by one Coach.

A one (1) hit penalty will be deducted from the first Duet hit if Duet does not report on time, but reports at least 20 minutes before start of Finals.

If Duet does not report 20 minutes before start of Final, he will not be allowed to start and Duet will be ranked fourth as DNS.

b) Allocation of firing positions

The Final will be held in the Finals hall.

Firing points will be allocated according to qualification ranking following the table:

A	B	C	D
BMM 4th	BMM4th	BMM3rd	BMM3rd
GMM 2nd	GMM2nd	GMM1st	GMM1st

c) Equipment set-up and presentation

All Athletes must be allowed to place their equipment on their allocated firing points at least twenty (20) minutes before the scheduled Start time. Coaches may assist their athletes. All must return to the preparation area not later than fifteen (15) minutes before the Start time.

Duets for BMM will enter the FOP one at a time. As each Duet enters the FOP the Announcer will introduce them to the spectators. Duets must stand in front of their designated firing points, facing the audience, and remain in that position until all have been presented, including the Jury Members and the Chief Range Officer.

The same procedure will be repeated for GMM.

d) Match procedure

After athletes have been called to the line, they will be allowed five (5) minutes preparation and sighting time. Each shot will be fired on command of the CRO, with all athletes firing a single shot in a time limit of fifty (50) seconds. The score of Duet is combined number of Hits of both Duet members.

e) Ties in the Final

If there is a tie to decide the winner of the BMM or GMM, it will be broken by single shots of both members of the Duet in time limit of fifty (50) seconds on HIT/MISS basis until tie is not broken.

f) Commands of the CRO

“Range is Ready for the Medal Match”

“Athletes to the line”

When all introductions have been made: **“Take your positions”**

After one (1) minute for athletes to take their positions

“Five minutes preparation and sighting time, Start”.

After 4 minutes 30 seconds, **“30 seconds”**

After 5 minutes, **“Stop”**.

After 30 seconds to allow the targets to be reset for the Match:

“For the first (1st) competition shot, LOAD” five (5) seconds **“START”**

After fifty (50) seconds, or when all four (4) athletes have fired a single shot. **“STOP”**

g) Announcer

An Announcer should make brief comments on hits of each Duet and the current ranking as the match progresses. The CRO will repeat the commands to **“LOAD”** and **STOP”** until winner is decided.

h) Malfunctions in Finals

Malfunctions in Medal Matches will be governed according to ISSF Rules (only one (1) malfunction will be allowed for each Duet member during the GMM or BMM).

Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Medal Matches to continue without unnecessary delay.

i) Time-out in the Final

A Coach or athlete may request a “Time-out” by raising a hand whilst the announcements are being made after the completion of a series. This may be requested only once during the GMM/BMM. The Coach may approach and speak to his athlete(s) on the firing-line for a maximum time of one (1) minute. If a “Time-out” is requested by one Duet, a Coach of the other Duet may also approach and speak to his athlete(s) at the same time. This does not affect the opportunity of the other Duet to request their own “Time-out”. The time will be controlled by the Jury and CRO.

j) Presentation of Medalists

The Gold and Silver Medalists will be joined on the Field of Play by the Bronze medalist and line up, for official photographs and announcements.

4. National identification, Dress-code

The athletes must display their national identification on their shooting clothing as follows:

The name or flag of the country designated by 3 letters as determined by the IOC on their shooting jacket pocket for rifle.

The name of the country designated by 3 letters as determined by the IOC on their non-shooting shoulder for pistol. Athletes should wear matching national uniforms.

5. Penalties and Irregular or disputed matters

All penalties will be applied according to existing rules for 10m Air Rifle/Air Pistol events. All irregular or disputed matters will be decided by the Jury according to existing rules for 10m Air Rifle/Air Pistol events.

6. Equipment

No bags or transport boxes may be left on the Field of Play.

7. Music & Spectator Activity

During the Qualification stages and the Finals, music is allowed.

Enthusiastic audience support is encouraged and is recommended during the Medal Matches.