



GENERAL PROVISION

European Youth League Final in Shotgun Events

1. DISCIPLINE

The European Youth League Final in Shotgun events (Trap and Skeet) shall serve as the final stage of the Youth League season and will bring together the top-ranked pairs determined through the European Youth League Ranking, based on the results of the European Championship U18 of the relevant year.

2. RULES, REGULATIONS AND PAIR COMPOSITION

These General Provisions establish the criteria and procedures for the selection of six (6) pairs — each composed of one (1) male and one (1) female athlete representing the same country — in each shotgun discipline (Trap and Skeet) for participation in the European Youth League Final.

3. SELECTION AND PAIR RANKING

The selection of pairs for the European Youth League Final shall be determined based on the results achieved by athletes in the Individual and Solo events at the European Championship U18 of the relevant year.

Each pair representing a country in the European Youth League Ranking shall consist of one (1) male and one (1) female athlete with the lowest combined ranking coefficient, calculated as follows:

- Combined Coefficient = Place in **Individual** Event + Place in **Solo** Event
- The Pair Coefficient will be determined by summing the coefficients of both selected athletes.

Example of Coefficient Calculation:

Athlete	Place in Individual Event	Place in Solo Event	Combined Coefficient
Male	4th	2nd	6
Female	5th	3rd	8
Pair Total			14

Pairs will be ranked in ascending order according to their total Pair Coefficient. The lower the coefficient, the higher the position in the ranking.

In the event of a tie between two or more pairs, the following criteria shall be applied successively:

- a) The pair with the lower coefficient of the female athlete will be ranked higher.
- b) If equality remains, priority will be given to the country whose pair achieved the higher placement in the Duet event of the ESC European Championship U18 of the relevant year.

The top five (5) pairs in each discipline, according to the European Youth League Ranking, plus the host nation, making a total of six (6) pairs, will qualify for participation in the European Youth League Final.

If the pair of the hosting Member Federation is among the top five (5) ranked, then the 6th ranked pair (s) in the European Youth League Ranking will be invited.

In cases of force majeure, withdrawal, or disqualification, the composition of the qualified pairs and the final list of participants may be amended at the discretion of the ESC.

4. FORMAT OF THE EUROPEAN YOUTH LEAGUE FINAL

In each discipline, the six (6) qualified pairs will be divided into two (2) groups of three (3) as follows:

Group Allocation

Group A	Group B
1st ranked pair	2nd ranked pair
4th ranked pair	3rd ranked pair
6th ranked pair	5th ranked pair

Pairs in each group will compete in a round-robin format. Each pair will face every other pair in its group. The group winners and second-place pairs will advance to the Semi-Finals, which will be conducted as follows:

Semi-Final Pairings

Match	Pairing
Semi-Final 1	Group A Winner vs Group B Second-place
Semi-Final 2	Group B Winner vs Group A Second-place

The winners of the Semi-Finals will compete in the Gold Medal Match, while the losing pairs will compete in the Bronze Medal Match.

Match System and Duels

The competition shall be conducted in the form of individual duels between athletes representing each participating Team, except in the case of Mixed Team Duet matches, where both athletes of each Team shall take part.

Each Team match shall consist of the following sequence of duels:

- Female Duel
- Male Duel
- Mixed Team Duet, only in the event of a tie

Shooting Order

The shooting order of the athletes in each Duel (Group Matches, Semi-Finals, Medal Matches) shall be determined by the Bib numbers assigned to each Team.

The order shall be as follows:

- The athlete with the lower Bib number from the higher-ranked Team shoots first;
- Followed by the athlete with the lower Bib number of the second Team;

In all matches, the Female Duel shall be conducted first, followed by the Male Duel. In case of a tie, a Mixed Team Duet shall be conducted to determine the winner.

Scoring System

The winner of each individual Duel shall earn 1 point for their Team. The losing athlete shall earn 0 points. The Team that accumulates 2 points from the two individual duels shall be declared the winner of the match.

If the two Teams are tied 1:1 after completion of the Female and Male Duels, the winner of the match shall be determined by a Mixed Team Duet, with both athletes from each Team participating.

Group Ranking and Qualification

After completion of all Group Matches, Teams shall be ranked according to the total number of match points earned within their group.

The two Teams with the highest number of points in each group shall qualify for the Semi-Finals.

If all Teams within a group finish with an equal number of points, the ranking shall be determined as follows:

- **The Team with the higher target hit percentage across all group matches shall be ranked higher;**
- If still equal, ranking shall be determined by the Bib number, corresponding to the qualification ranking. The Team with the higher qualification ranking (lower Bib number) shall advance.

Bib Numbers

Bib numbers shall be assigned to all Teams at the beginning of the competition and shall remain unchanged throughout the Group Stage, Semi-Finals, and Finals.

Bib numbers shall:

- Include the country code and athlete number;
- Designate Athlete 1 as the female athlete and Athlete 2 as the male athlete;
- Correspond to the Team's European Youth League Ranking and qualification position;
- If a host nation Team is included in the competition without qualification through ranking, it shall be assigned Bib number 6.

Examples of Bib number allocation:

1AND₁, 1AND₂; 2MDA₁, 2MDA₂; 3AZE₁, 3AZE₂; etc.

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 match. Showing of targets will be allowed only on the first Duel Match of each day, on each range under use.
- c) The two (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, to a maximum of twenty-five (25) targets per athlete.
- d) During each series, each athlete will shoot five (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) center 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 five (5) targets (Example: in the 2nd 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 five (5) targets, the athlete with the highest number of hits out of the total score of five (5) targets will receive two (2) points. The athlete with the lower result will receive zero (0) points, and if the results are equal, then each athlete will receive one (1) point.
- g) The points of each series will be carried forward to the next series.
- h) 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.
- i) The athlete that earns six (6) points first will be the winner.

j) If the shooting sequence of the five (5) series of five (5) targets each (total twenty-five (25) targets) is completed without any athlete reaching six (6) points and there is a tied score of 5:5, then the winning athlete will be decided by a shoot-off, as below:

k) 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.

l) 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".

m) 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.

n) There will be no target observation or test fire before the shoot-offs after Matches on any stage.

TRAP MIXED PAIR DUEL/MATCH

a) In the case of a Mixed Pair Duel/Match, after a tie, where both athletes have to take part, the shooting order of the competing athletes in the Match 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 that 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 twelve (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 Mixed Pair Duel/Match.

d) The two Teams (four (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, to a maximum of twenty-five (25) targets per athlete. During each series, each athlete from each Team will shoot five (5) targets, total ten (10) targets for each Team (5 targets × 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 × 2 athletes = 10) will be composed of four (4) left, four (4) right and two (2) centre 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 five (5) targets.
- h) After each series of five (5) targets, the Team with the highest number of hits out of the total score of ten (10) targets (2 athletes × 5 targets = 10) will receive two (2) points. The Team with the lower result will receive zero (0) points and if the results are equal, then each Team will receive one (1) point. The points of each series will be carried forward to the next series.
- i) 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.
- j) The Team that earns six (6) points first will be the winner.
- k) If the shooting sequence of the five (5) series of five (5) targets each (total twenty-five (25) targets) is completed without any Team reaching six (6) points and there is a tied score of 5:5, the winning Team will be decided by a shoot-off, as stated below.
- l) 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

m) The shoot-off will be conducted as per the procedure outlined in the section above, but with both members of each 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.

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 match. Showing of targets will be allowed only on the first Duel of each Match, on each range under use.
- c) The two athletes in each Match will start from 0 and shoot in sequence four (4) targets (two (2) doubles – one (1) normal / one (1) reverse) on each of the stations 3, 4, 5, 3 and 4 (five (5) series). Maximum twenty (20) targets per athlete, as follows:

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

d) In the 1st 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 four (4) targets – two (2) doubles (after each station) (Example: in the 2nd series (Station 4) the second athlete will shoot first and the first 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 four (4) targets will receive two (2) points and the other athlete zero (0) points. If the results are equal, then each athlete will receive one (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 5th series (Station 4), after twenty (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 normal double on Station 3. The athlete with the highest number of hits out of the two (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.

SKEET MIXED PAIR DUEL/MATCH

a) In the case of a Mixed Pair Duel/Match, after a tie, where both athletes have to take part, 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 Mixed Duel/Match.
- c) The preparation time limit on each station is thirty (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 four (4) targets (two (2) doubles – one (1) normal / one (1) reverse) on each of the stations 3, 4, 5, 3 and 4 (five (5) series). Maximum twenty (20) targets per athlete (forty (40) targets per Team), as follows:
- 1st series - Station 3: 1 normal and 1 reverse double
 - 2nd series - Station 4: 1 normal and 1 reverse double
 - 3rd series - Station 5: 1 normal and 1 reverse double
 - 4th series - Station 3: 1 normal and 1 reverse double
 - 5th 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 two (2) doubles (one (1) normal and one (1) reverse double), four (4) shots (eight (8) shots per Team).
- f) After each station, the Team with the highest result after the 4+4=8 shots will receive two (2) points. The Team with the lower result will receive zero (0) points. In case of equal result each Team will receive one (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 second Team will shoot first followed by the athletes of the first Team; on Station 5 the athletes of the first Team will shoot first followed by the athletes of the second 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 (five (5) stations) and the Team to win first six (6) points will be the winner.
- k) If the shooting sequence is completed on all five (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 Mixed 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, and 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 four (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 fifteen (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 Mixed Pair Duel/Match.

COACHING TIMEOUT

During any stage of the competition 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.

GOLDEN HIT

In case, at any stage of any competition match, 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.

REPORTING – TARGET OBSERVATION – PRESENTATION – TEST FIRE

Semifinals

- a) The Athletes participating in the Semifinal stage must report to the designated Range for preliminary preparation at least fifteen (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 fifteen (15) minutes before the start of the Match.
- d) Any athlete who does not report on time for the scheduled start 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 and Gold Medal Matches) must report with all their cartridges to the designated reporting area at the Finals Range for cartridge, equipment control and preliminary preparation for presentation at least thirty (30) minutes before the scheduled start time of the Bronze Medal Match.
- 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 are not presented thirty (30) minutes before the start of the Bronze Medal 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 ensure 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 4th place (if in the Bronze Medal Match) or 2nd 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 point k) 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 Bronze medalist Teams will be assembled by the Jury Member in charge in the center of the Finals Range for official photographs and announcements.

MUSIC & AUDIENCE SUPPORT

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

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 of 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.

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 ESC General Technical Rules, or any other relevant ISSF/ESC Rule.