



NORDIC SHOOTING REGION

DENMARK > FINLAND > GREAT BRITAIN > ICELAND > NORWAY > SWEDEN



RULES

FOR

CLAY TARGET SHOOTING

NORDIC TRAP

Edition 2017 (Third print 01 / 2019)

Effective 1st January 2019

CHAPTERS

9.1	GENERAL	- 3 -
9.2	SAFETY	- 3 -
9.3	RANGE AND TARGET STANDARDS	- 5 -
9.4	EQUIPMENT AND AMMUNITION	- 8 -
9.5	COMPETITION OFFICIALS	- 11 -
9.6	SHOOTING EVENTS and COMPETITION PROCEDURES	- 15 -
9.7	TARGETS; REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS	- 15 -
9.8	COMPETITION RULES	- 17 -
9.11	COMPETITION ADMINISTRATION	- 21 -
9.12	MALFUNCTIONS	- 23 -
9.13	COMPETITION CLOTHING AND EQUIPMENT	- 25 -
9.14	CLASSIFICATION and SCORING PROCEDURES	- 26 -
9.15	TIES and SHOOT-OFFS	- 28 -
9.16	RULE VIOLATIONS	- 31 -
9.17	PROTESTS AND APPEALS	- 34 -
9.18	FINALS	- 36 -
	INDEX	- 40 -

NOTE: Where figures and tables contain specific information, these have the same authority as the numbered rules.

The rules for Clay Target Shooting - Nordic Trap are based on the ISSF Technical Rules for All Shooting Disciplines and the ISSF Shotgun Rules.

The abbreviation GTR mean ISSF General Technical Rules found in Chapter 6 in the ISSF Rulebook.

9.1 GENERAL

- 9.1.1 These Rules are part of the ISSF Technical Rules and apply to Nordic Trap events.
- 9.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.
- 9.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.
- 9.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.
- 9.1.5 Where figures and tables in these rules contain specific information, the specific information in these figures and tables has the same authority as the numbered rules.

9.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

See ISSF General Technical Rules, Rule 6.2.

- 9.2.1 The safety of athletes, range personnel and spectators requires continued and careful attention to gun handling and caution in moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility vests or jackets. Self-discipline is necessary on the part of all.
- 9.2.2 **Carrying Guns**
- To ensure safety, all shotguns, even when empty, must be handled with maximum care at all times (penalty – possible **DISQUALIFICATION**).
- a) Conventional double barrel guns must be carried empty with the breech visibly open;
 - b) Semi-automatic guns must be carried with the breech bolt visibly open, with a safety flag inserted, and the muzzle pointed in a safe direction, up to the sky or down towards the ground only;
 - c) Shotguns not in use must be placed in a gun rack, locked gun case, armory or other secure place;
 - d) All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given;
 - e) Cartridges must not be loaded in the gun until the athlete is standing on the shooting station, facing the traps with the gun pointed towards the target flight area and after the Referee has given permission

- f) When shooting is interrupted, the gun must be opened and any cartridges and cartridge cases must be removed;
- g) No athlete may turn from the shooting station before his gun is open and empty;
- h) After the last shot and before leaving the range or placing the gun on a rack, armory etc., the athlete must ascertain and the Referee must verify that there are no cartridges or cartridge cases in the chamber and / or magazine; and
- i) The handling of closed guns is prohibited when operating personnel are forward of the firing line.

9.2.3 **Aiming**

- a) Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated supervised areas;
- b) Aiming or shooting at another athlete's targets or deliberately aiming or shooting at live birds or other animals is prohibited; and
- c) Aiming in any area other than in designated areas is prohibited.

9.2.4 **Shooting and Test Firing**

- a) Shots may be fired only when it is the athlete's turn and the target has been thrown;
- b) By permission of the Referee, test firing of shotguns is permitted for each athlete on each day of competition immediately prior to the start of his first round of the day;
- c) Test firing of shotguns is also permitted for each athlete prior to the start of Finals or any shoot-offs before the Finals;
- d) Test shots **must not be fired into the ground** within the shooting areas; and
- e) Test firing of a shotgun after a gun repair is permitted, but it must be arranged with the Chief of Referees or the Chief Range Officer.

9.2.5 **"STOP" Command**

- a) When the command or the signal "**STOP**" is given, shooting must stop immediately and all athletes must unload their shotguns and make them safe;
- b) No shotgun may then be closed until the command to continue ("**START**") has been given;
- c) Shooting may only be resumed at the appropriate command ("**START**") or signal; and
- d) Any athlete who handles a closed gun after the "**STOP**" command has been given, without the permission of the Referee, may be disqualified.

9.2.6 Commands

- a) All range commands must be given in the English language;
- b) The Referees or other appropriate range officials are responsible for giving the commands “**START**,” “**STOP**” and other necessary commands; and
- c) The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

9.2.7 Eye and Ear Protection

- a) All athletes and other persons in the vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection;
- b) Hearing protection incorporating any type of sound-enhancing or receiving devices may not be worn by athletes or coaches on the FOP. Hearing impaired athletes may wear sound-enhancing devices with the approval of the Jury (see also ISSF GTR 6.2.5); and
- c) All athletes, Referees and officials **must** wear shatterproof shooting glasses or similar eye protection.

9.3 RANGE AND TARGET STANDARDS

- a) Clay target standards are found in ISSF GTR Rule 6.3.6.
- b) No athlete, coach or team official may interfere in any way with the range equipment (traps, microphones, trap computer, etc.) once set by the Referee or Jury. For a first violation, a **Warning (Yellow Card)** will be given to the athlete; a second violation will result in a one (1) point **Deduction (Green Card)** from the last hit target in the last completed round. Any subsequent occurrence will result in **Disqualification (Red Card)**.

9.3.1 Technical description of the range for Nordic Trap.

- 9.3.1.1. The range must consist of one (1) trap pit and five (5) shooting stations placed on a circle, with the centre five (5) m. in front of the middle of the front edge of the trap pit roof, and a radius of fifteen (15) m. and in the same elevation as the roof of the trap pit. (See Figure.1)
- 9.3.1.2. Interior measurements of the trap pit should be approximately 4 - 5 m from end to end, 2 - 3 m from front to rear and 2 - 2,10 from the floor to the underside of the roof. These dimensions will allow freedom of movement for working personnel and sufficient storage space for targets. (See Figure 2).
- 9.3.1.3. In the trap pit the trap must be attached to the floor or to the front wall of the pit. The pivot point of the throwing arm (when the trap is set to throw a straight forward target) must be indicated only by a painted mark on the top of the roof.

9.3.1.4

The trap must be installed in the pit so that the pivot point of the throwing arm is 0,60 m (+/- 0,10 m) below the top surface of the roof of the trap pit and set back 0,50 m (+/- 0,10 m) from the front edge of the roof of the roof, when the trap is set to throw a target with three (3) m elevation (See Figure 2 and 3).

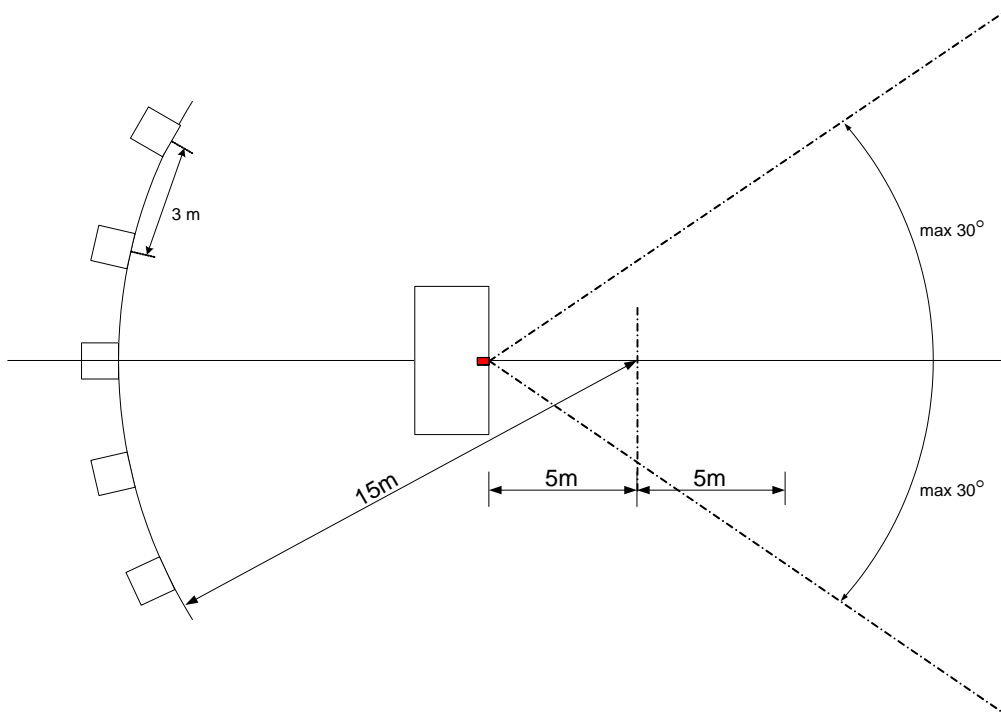


Figure 1. Shooting range for Nordic Trap

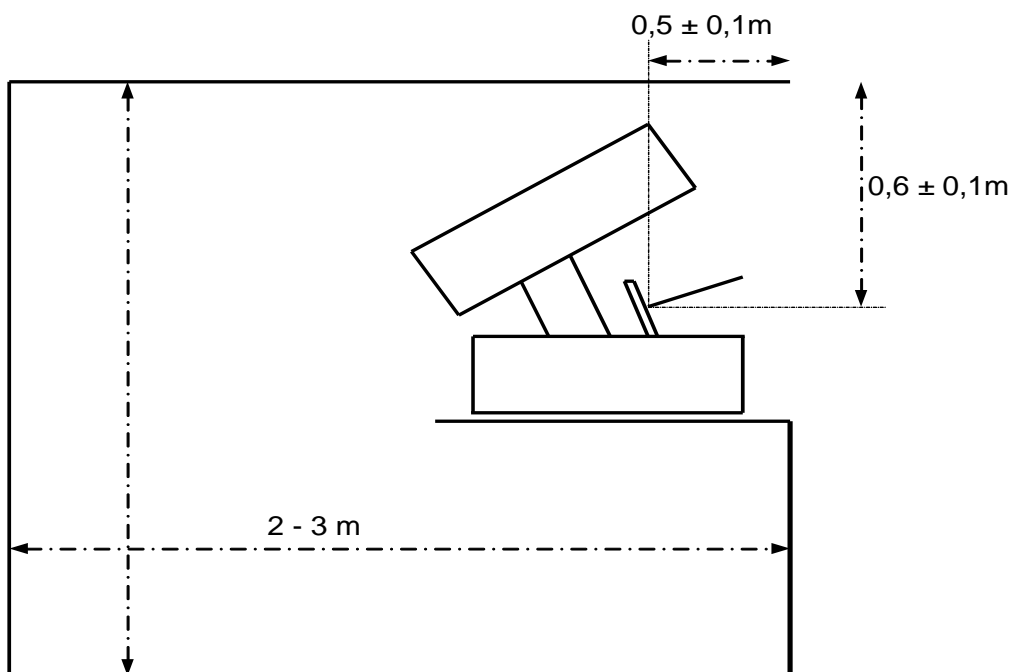


Figure 2. Cross-section of trap pit.

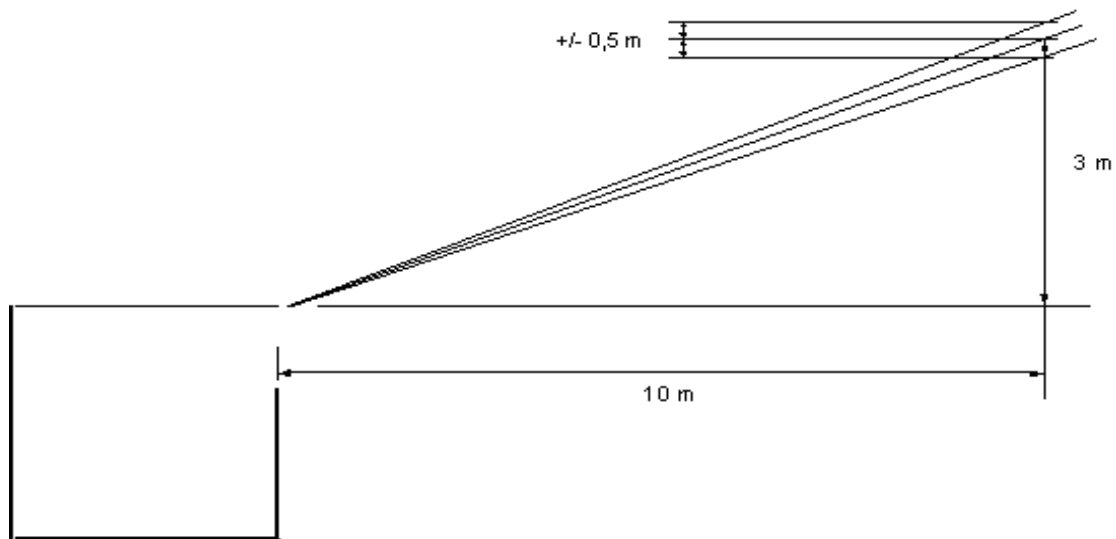


Figure 3. The elevation of the target.

- 9.3.1.5.** The trap must be provided with devices that from throw to throw continuously and unsynchronised will change the adjustment from side to side within the given limits.
- 9.3.1.6.** The trap must be released by an electric-manual or an electric-microphone system. The control system must be placed in such a position that the puller can clearly see and hear the call of the shooter. For all NSR supervised competitions an automatic timer must be used. This device must allow for the release of the targets within an indefinite period varying randomly from instant release up to a maximum of 1,25 (+/-0,25) second after the shooter has called for the target
- 9.3.1.7.** The trap must be adjusted in such a way that the following demands are satisfied under calm weather conditions:
- The throwing length must be 45 m (**+/- 1 m**), measured at an elevation of 3 m, 10 m in front of the front edge of the roof of the trap pit at right angles to the edge.
 - The angles to the right and left must not exceed 30 degrees, seen from the mark that is painted on the roof. (See Figure 1).
 - The elevation must be 3,0 m (**+/- 0,5 m**) above the horizontal plane through the roof of the trap pit and measured 10 m in front of this and by a throw straight ahead. (See Figure 3).

- 9.3.1.8** The limits for the maximum throwing length and angle must be clearly marked with sticks 1 - 2 m in height.
- 9.3.1.9** 2 - 4 m behind the pathway between station 5 and 1 a barring with rope or similar material must be arranged, and it is the Referees duty to observe, that only the squad and the required assisting personnel are inside this barring.
- 9.3.1.10** The five shooting stations must be prominently marked with a square 1 m x 1 m. The middle of the front edge of the station must be placed on the circle mentioned in rule 9.3.1.1. The stations are numbered from 1 to 5 from left to right, and the middle point of station 3 must be exactly behind the pivot point of the throwing arm (when the trap is set to throw a straight forward target). The stations must be placed with a space of three (3) m between the middle point of the front edge of the stations. The stations must be firm and level in all directions. Each station must have a block of wood, piece of carpet or rubber about 15 cm square or round upon which the shooter may rest his gun. 3 - 4 m behind the shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 1. Shooters must not pass between the path and the shooting stations. The shooting stations are recommended to have adequate protection from sun and rain.

9.4 EQUIPMENT AND AMMUNITION

9.4.1 Equipment Restrictions

Athletes must use only equipment and apparel that complies with ISSF / NSR Rules. Any gun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, including the use of shot shells with coloured wads is prohibited (see ISSF GTR 6.1.4).

For a violation of these Rules, the athlete must receive a **Warning (Yellow Card)** for the first occurrence. For a repeat violation, the athlete must receive a **Deduction (Green Card)** of five (5) targets from the last five (5) hit targets in the last completed round.

9.4.1.1 Equipment Control

Athletes are responsible for ensuring that all items of equipment and clothing used by them in NSR Championships comply with ISSF / NSR Rules. The Shotgun Jury is responsible for checking athletes' equipment to ensure compliance. The Jury must provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training day so that athletes, if they wish, may have their equipment checked prior to the competition. To ensure compliance with ISSF / NSR Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules for guns or marker tapes must be disqualified.

9.4.1.2 Equipment on the Field of Play / Shooting Area Any equipment or accessories on the field of play / shooting area shall be deemed as available for use by the athlete concerned and will be subject to inspection / check by the Jury. Penalties will be applied.

9.4.2 Shotguns

9.4.2.1 Types of Shotguns

All types of smoothbore shotguns, including semi-automatics, but excluding pump action shotguns, may be used, provided their caliber does not exceed 12 gauge. Shotguns smaller than 12 gauge may be used. Shotguns must not have a camouflage finish.

9.4.2.2 Release Triggers

Guns with any type of "release" trigger actions are prohibited.

9.4.2.3 Slings

Slings or straps on guns are prohibited.

9.4.2.4 Magazines

Guns with magazines must have the magazine blocked so that it is not possible to put more than one (1) cartridge in the magazine.

9.4.2.5 Changing Guns

The changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

9.4.2.6 Compensators

The addition of compensators and similar devices fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted.

9.4.2.7 Ported Barrels and Ported Interchangeable Chokes

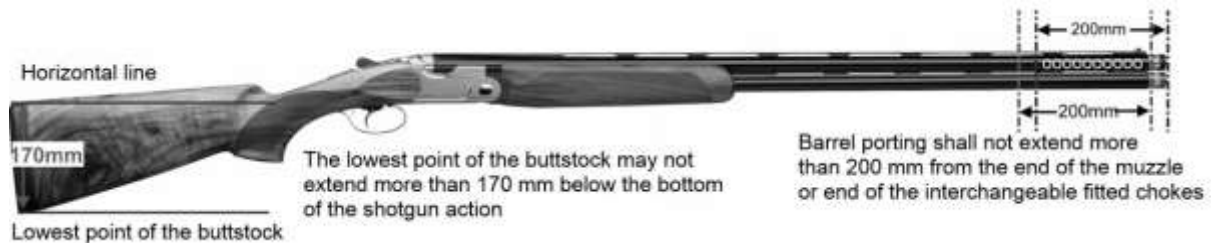
- a) Ported barrels are permitted, provided they do not extend back further than 20 cm as measured from the end of the muzzle, or as measured from the muzzle end of any interchangeable fitted choke; and
- b) Interchangeable chokes (with or without porting) fitted to the end of the muzzle are permitted. In the case of ported interchangeable chokes, their porting (plus any barrel porting) shall not extend back further than 20 cm as measured from the muzzle end of the interchangeable fitted choke

9.4.2.8 Optical Sights

All devices fitted to the gun that have magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target, are prohibited.

9.4.2.9 Buttstock Depth

The lowest point of the buttstock or toe of the butt plate may not be more than 170 mm below a horizontal line extending from the bottom of the shotgun action (see illustration).



9.4.2.10 Semi-automatic shotguns shall be equipped with a device that prevents empty shells being thrown at neighbouring shooters and disturbing them.

9.4.3 Ammunition

9.4.3.1 Cartridge Specifications

Cartridges permitted in NSR competitions must meet the following specifications:

- a) Shot charge must not exceed 24.5 g;
- b) Pellets must be spherical in shape;
- c) Pellets must be made of other material than lead;
- d) Pellets must not exceed 2.6 mm in diameter;
- e) Pellets may be plated;
- f) Only transparent or translucent wads with no colour may be used
- g) Black powder, tracer, incendiary, or other special types of cartridges are prohibited; and
- h) No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

9.4.3.2 Cartridge Inspection

The Jury must implement a cartridge inspection program that is designed to cause minimal interference to the shooting or athletes during the competition:

- a) The Referee or Jury Member may remove an unfired cartridge from the athlete's gun for inspection;
- b) A Jury member or the Referee may take an athlete's cartridges for inspection at any time when the athlete is in the shooting area; and

- c) If an athlete uses ammunition that is not in accordance with these rules he **may** be disqualified. (***If irregularities are found the shooter and team leader shall be advised and the shooter must use approved ammunition.***)

9.5 COMPETITION OFFICIALS

9.5.1 General

All persons who are designated to serve as officials in NSR competitions must possess valid qualifications appropriate to the level of the competition. When on duty, all Jury Members are requested to wear the ISSF Jury (red) Vest.

9.5.2 Jury

9.5.2.1 Duties before the Competition starts

Before the competition starts, the Jury must:

- a) Check the ranges to ensure that they comply with these Rules;
- b) Ensure that targets are correctly set according to these Rules;
- c) Review the competition organization to confirm that it is prepared to conduct the competition; and
- d) Establish an equipment control consultation service where athletes may have their guns, clothing and accessories checked.

9.5.2.2 Duties During the Competition

During the competition, the Jury must:

- a) Supervise the competition;
- b) Advise and assist the Organizing Committee;
- c) Ensure the correct application of the shooting regulations;
- d) Check the athlete's gun, ammunition and equipment;
- e) Check that the targets are set correctly after a trap machine breakdown;
- f) Make random checks during Qualification Rounds to ensure compliance with Preparation Time Limits;
- g) Make random checks during Competition to ensure compliance with the rules concerning guns, ammunition, shooting vests and other clothing;
- h) Deal with protests that are properly submitted;
- i) Enforce the ISSF Eligibility, ISSF Commercial Rights and ISSF Sponsorship/Advertising Rules;
- j) Make decisions regarding penalties;
- k) Implement sanctions where appropriate; and
- l) Make decisions in any cases that are not provided for in the Rules, or are against the spirit of these rules.

9.5.3 Chief Range Officer

9.5.3.1 The Chief Range Officer is appointed by the Organizing Committee. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns and range equipment. If possible he should hold a valid ISSF Shotgun Referee's or Judge's license.

9.5.3.2 The Chief Range Officer is responsible for:

- a) Fulfilling all technical and logistic issues with regard to preparation and proper conduct of a competition; and
- b) Performing all duties listed below in close cooperation with the Technical Delegate, Jury, Organizing Committee, Chief of Referees, the Classification Office and other staff members.

9.5.3.3 The duties of the Chief Range Officer are:

- a) To give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF / NSR Technical Rules, relevant to the Shotgun championships events;
- b) To give instructions and supervise preparation of auxiliary facilities such as gun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;
- c) To give direction and supervise the preparation of clay targets for training and competition;
- d) To provide special ("Flash") targets filled with colored powder for the Finals rounds and any shoot-offs in the Finals;
- e) To ensure that the traps are adjusted according to the settings of the day;
- f) To ensure that all necessary range systems are functioning properly;
- g) To ensure that all range equipment is on each range and properly placed (large scoreboard, seats for Assistant Referees, facilities for the athletes, scorekeepers etc.);
- h) To assist the Organizing Committee to prepare training shooting schedules as well as shooting programs for the competition;
- i) To assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;
- j) To make decisions, with the approval of the Jury, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons; and
- k) Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

9.5.4 Chief Of Referees

9.5.4.1 The Chief of Referees must be appointed by the Organizing Committee. He should possess an ISSF Shotgun Referee's license and must have a wide experience in Shotgun shooting, a thorough knowledge of shotguns and of the ISSF/NSR Rules applying to the competition.

9.5.4.2 The duties of the Chief of Referees, in general, are:

- a) To assist the Organizing Committee in the selection and appointment of the Referees;
- b) To supervise the Referees and Assistant Referees;
- c) To give instruction and information to the Referees and Assistant Referees;
- d) To prepare the schedules and assignments for the Referees;
- e) To make decisions in cooperation with the Jury, such as when and on which ranges an athlete who had to leave his squad to repair a gun malfunction or was declared "**ABSENT**" may be permitted to complete his round; and
- f) To keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges;

9.5.5 Referees

9.5.5.1 Referees must be appointed by the Organizing Committee in cooperation with the Chief of Referees and must:

- a) Possess an ISSF Shotgun Referee's license **or** a national referee's license;
- b) Have wide experience in Shotgun shooting; and
- c) Have a thorough knowledge of Shotgun and ISSF / NSR Rules applying to the competition.

9.5.5.2 The main functions of the Referee are:

- a) To check that the correct squad of athletes is present on the range before the start of a round;
- b) To ensure that the correct procedure is used to declare an athlete "**ABSENT**" (see **Rule 9.16.4.3 for "ABSENT" athlete**);
- c) To make immediate decisions regarding **HIT** targets (in all doubtful cases or a disagreement made by the athlete, the Referee **must** consult with the Assistant Referees before making a final decision);
- d) To make immediate decisions regarding **LOST** targets (the Referee must give a clear and distinct signal for all targets declared **LOST**);
- e) To make immediate decisions regarding "**NO TARGETS**" and **IRREGULAR** targets (if possible, the Referee must call "**NO TARGET**" or give some signal before the athlete fires);
- f) To issue **Warnings (Yellow card)** or automatic **Deductions (Green card)** for rule violations where appropriate;
- g) To ensure that the result of each shot is correctly recorded;
- h) To ensure that the athletes are not disturbed;

- i) To monitor illegal coaching ;(non-verbal coaching is allowed according to ISSF GTR 6.12.5.1)
- j) To rule on any protests received from an athlete;
- k) To rule on disabled guns;
- l) To rule on malfunctions;
- m) To ensure the correct conduct of the round; and
- n) To ensure the application of the safety rules.

Note: Irregular targets require an immediate decision by the Referee

9.5.5.3 Warnings Issued by the Referee

- a) The Referee must give warnings for rule violations (YELLOW CARD) and must note such warnings on the official range scorecard; but
- b) The Referee may not assess penalties or disqualifications that fall under the responsibility of the Jury.

9.5.6 Assistant Referees

9.5.6.1 The Referee must be assisted by three (3) Assistant Referees:

- a) Who are usually appointed in rotation from among the athletes who fired in the previous squad;
- b) All athletes must serve in this function when designated;
- c) The Organizing Committee may provide substitute qualified Assistant Referees;
- d) The Referee may accept experienced substitutes and
- e) A coach must not be a substitute if there is an athlete of the same nation in the squad.

9.5.6.2 The main duties of an Assistant Referee are:

- a) To watch each target thrown;
- b) To carefully observe whether a target is broken before the shot is fired;
- c) To give, immediately after a shot, a signal to the Referee if he/she observes that in his/her opinion the target is “**LOST;**”
- d) If required, to mark the result of the Referee's decision regarding each shot on the official scorecard;
- e) If asked, to advise the Referee on any other matters relating to the targets;
- f) To be positioned in such a way that they can observe the whole unobstructed shooting area; and
- g) To advice the jury in case of a protest.

9.5.6.3 Absent Designated Assistant Referee

If an athlete has been designated as an Assistant Referee and fails to present himself to give a plausible reason for refusing to serve or to provide an acceptable substitute, he must be penalized by the Jury by the deduction of one (1) point for each refusal, to be deducted from his last hit target in the last completed round. Continued refusals may result in disqualification from the competition.

9.5.6.4 Advising the Referee

The Referee must always make the final decision. If any Assistant Referee is in disagreement, it is his duty to advise the Referee by lifting an arm or otherwise attracting his attention. The Referee must then arrive at a final decision.

9.6 SHOOTING EVENTS AND COMPETITION PROCEDURES

9.6.1 Nordic Trap events are:

9.6.1.1 Individual Men and Women

The event consists of 150 targets for NSR Championships shot in 6 (*six*) rounds of 25 targets each + a final round of 25 targets for the 5 best-ranked shooters. They may be shot in two days with 75 + 75 targets, or 100 + 50 targets.

9.6.1.2 Team Men and Women:

Team consists of three shooters per team. The team event result must be decided by the total results of the individual scores of the three team-members over the 150 targets

9.6.2 Training

9.6.2.1 Pre-Event Training

- a) Must be provided for each event before the start of the official competition on the same ranges and the same make and color of targets as are to be used in the official competition;
- b) The Jury must check that the targets are set correctly for all Pre-Event Trainings;
- c) All training times must be allocated fairly between those athletes present so that no advantage is given

9.7 TARGET – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGET

9.7.1 Regular Target

A regular target is one (1) whole target called by the athlete and released according to the Rules; and

9.7.2 Irregular Target

An irregular target is a target that is not thrown according to the Rules.

9.7.3 Broken Target

- a) A broken target is any target that is not whole in accordance with the General Specifications for Clay Targets (GTR 6.3.6.1); and
- b) A broken target is a “NO TARGET” target and must always be repeated.

9.7.4 “HIT” Target

- a) A target is declared as “HIT” when a regular target is thrown and hit according to the event Rules and at least one (1) visible piece is broken from it;
- b) A target that is only “dusted,” but from which no visible piece is seen, is not a “HIT;”
- c) Where flash (powder filled) targets are used, a target must also be declared as “HIT” when there is visible emergence of powder after a shot is fired; and
- d) All decisions regarding “HIT,” “LOST,” “IRREGULAR” or “**NO TARGET**” targets rest finally with the Referee.

Note: It is prohibited to pick up a clay target from the range to determine whether or not it was a “HIT.”

9.7.5 “LOST” Target

A target must be declared “LOST” when:

- a) It is not hit during its flight;
- b) It is only dusted and no visible piece is broken from it;
- c) The athlete does not fire at a regular target for which he has called and there is no mechanical or other external reason that has prevented the athlete from firing;
- d) The athlete is not able to fire his gun for any reason attributable to the fault of the athlete;
- e) The athlete is not able to fire because he has not released the “safety,” the “safety” has slipped to “safe” or he has forgotten to load;
- f) In the case of a semi-automatic, the athlete has failed to release the stop on the magazine;
- g) If after a malfunction the athlete has opened the gun or has touched the safety before the Referee has examined the gun; or
- h) It is the third or subsequent malfunction in the same round.

9.7.6 “NO TARGET”

- a) A “**NO TARGET**” is irrelevant to the competition and must always be repeated;
- b) The Referee must, if possible, call “**NO TARGET**” before the athlete fires, but if he calls “**NO TARGET**” after the athlete fires, a “**NO TARGET**” must be declared regardless of whether the targets were hit or not; and
- c) After a “**NO TARGET**” is declared the athlete may open the gun and reposition himself.

9.8 COMPETITION RULES FOR NORDIC TRAP

9.8.1 Conduct of a Round of Nordic Trap

Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command “**START.**”

9.8.2 Method

- a) When the first athlete is ready to fire, he must stand with both feet entirely within the station boundaries, take his position, load the gun with **one (1) shot only**, adopt the READY position and call clearly for the target, after which the target must be thrown within an indefinite period varying randomly from zero (0) to a maximum of 1.5 seconds (see 9.3.1.6);
- b) When the result of the shot is known the second athlete must do likewise, followed by the third athlete and so on;
- c) When the five shooters on the squad have shot at five (5) regular targets from the same station, the Referee must command “**CHANGE**”, and the shooter on stand one (1) will move to stand two (2) etc. the shooter on stand five (5) will move to stand one (1). The shooting continues with the first shooter on the squad according to the starting list, i.e. the shooter now standing on stand two (2) etc.
- d) This whole sequence must continue until all athletes have each shot at 25 targets;
- e) Once the round has started an athlete may close the gun only after the previous athlete has completed his turn. ***It is allowed to put a shell in the chamber except for semi-automatic guns.***
- f) No shooter may disturb other shooters or competition officials during the shooting or when changing from one shooting station to another.
- g) All guns must be carried **OPEN** and **UNLOADED** when moving between Stations;

- h) When the squad has terminated the round, the shooters must not leave the range until the Referee has controlled and announced the result, and pointed out the shooters who will serve as Assistant Referees for the next round.

9.8.3 Preparation Time Limit

- a) An athlete must take his/her position, close the gun and call for the target within ten (10) 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;**”
- b) In case of non-compliance with this time limit, the penalties provided in the rules will be applied;

9.8.4 Interruptions

If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular target before the competition resumes.

9.8.5 Ready Position

9.8.5.1 At the moment the athlete calls and until the target appears the competitor must stand **still** in the ready position with:

- a) Both feet entirely within the shooting station boundaries,
- b) Holding the gun with both hands (see Figure 4).
- c) The gun stock must be in contact with the body
- d) The toe of the stock on or below the marking tape (see Figure 4)

9.8.5.2 To aid the Referee in controlling the position of the gun, a marker tape 25-30 cm long and 2-3 cm wide must be permanently affixed (see Figure. 4) to the appropriate side of the shooting vest (outer garment) below the tip of the elbow.



Figure 4. Ready Position

9.8.5.3 Marker Tape check

Athletes are responsible for ensuring that the marker tape is correctly positioned as per 9.8.5.4 below. The Jury will provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training day so that athletes, if they wish, may have their equipment checked prior to the competition. To ensure compliance with ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules must be disqualified (see 9.4.1.1).

9.8.5.4 The correct position of the marker tape must be checked as follows:

- a) All pockets of the shooting vest must be empty
- b) The athlete must stand straight (erect) while holding the right arm (right-handed shooter) in a right angle position on the side of the body with the lower arm horizontal and the upper arm vertical. To check the right angle position of the shooting arm the use of ISSF special accessory is allowed (see figure 5).
- c) The Marker Tape must be affixed permanently, horizontally below the tip of the elbow (see Figure 4). An indelible mark must be made on the shooting vest below the Marker Tape.
- d) All illegal markers will be required to be properly positioned and subjected to re-check.
- e) Shooting vests must not be constructed with any item (tape, drawstring, elastic band, etc.) that could be used to adjust the fit of the jacket.



Figure 5.

9.8.6 Jury Checks

Each range must be set before the start of the competition each day, These settings must be examined, approved and sealed by the Jury

9.8.6.1 Trial Targets

- a) Immediately before the first round of each day is started there must be thrown one (1) trial target.

- b) All athletes, Coaches and Team Officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings
- c) If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular target before the competition resumes.
- d) A shooter may also ask to have one trial target thrown after each irregular target.

9.8.6.2 Irregular Trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

9.8.7 Refused Target

An athlete may refuse a target if:

- a) A target is not released within 1.5 seconds after the athlete's call;
- b) The athlete is visibly disturbed; or
- c) The Referee agrees that the target was irregular.

Procedure by Athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.8.8 "NO TARGET"

9.8.8.1 A "NO TARGET" target is one that is not thrown according to these Rules:

- a) A "NO TARGET" decision is always the Referee's responsibility;
- b) A Referee should attempt to call "NO TARGET" before the athlete fires. However, if the Referee calls "NO TARGET" as, or immediately after the athlete has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was HIT or not.
- c) After a "NO TARGET" is declared the athlete may open the gun and reposition himself. ***Semi-automatic guns must not rest the barrel on the ground.***

9.8.8.2 A "NO TARGET" target must be declared even if the athlete has fired when:

- a) A broken or irregular target emerges;
- b) A target of a distinctly different color from that of the others being used in the competition or Pre-Event Training is thrown;
- c) Two (2) targets are thrown;
- d) An athlete shoots out of turn;
- e) Another athlete fires at the same target;

- f) The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause;
- g) The Referee detects an initial violation of the athlete's foot position in a round;
- h) The Referee detects an initial violation of the time limit;
- i) The Referee, for any reason, cannot decide whether the target was HIT or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision);
- j) The shot is discharged involuntarily before the athlete has called for the target

9.8.8.3 A “**NO TARGET**” target must be declared **provided that the Athlete has NOT fired** when:

- a) A target is thrown before the athlete's call;
- b) A target is not released within the proper time after the athlete's call (see **Note**);
- c) A target's trajectory is irregular (see **Note**);
- d) There is an allowable malfunction of gun or cartridge

Note: Unless the Referee calls “**NO TARGET**” before or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged “Quick Pull” or an alleged “Slow Pull” or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result must be recorded.

9.8.8.4 “**LOST**” Target

A target must be declared “**LOST**” when:

- a) It is not **HIT** during its flight;
- b) It is only “dusted” and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- d) The athlete is not able to fire because he has not released the “safety,” the “safety” has slipped to “safe” or he has forgotten to load;
- e) If after a malfunction the athlete has opened the gun or has touched the safety before the Referee has examined the gun; or
- f) It is the third or subsequent malfunction in the same round.
- g) An athlete's **READY** position is not according to the rules and the athlete has been warned once already (Yellow Card) in the same round (**9.16.3.6**);
- h) The time limit is violated and the athlete has been warned once already (Yellow Card) in the same round (**9.16.3.6**); or
- i) The athlete's foot position is violated and the athlete has been warned once already (Yellow Card) in the same round (**9.16.3.6**)

- j) A shot is discharged involuntarily after the athlete has called for the target, but before the target appears. The athlete must be warned (**Yellow Card**).

9.11 COMPETITION ADMINISTRATION

9.11.1 Shooting Schedules

- a) Athletes and team officials must be informed of the exact start time, the squad and range schedules and allocated positions within the squads no later than two (2) hours after the Technical Meeting on the day preceding the competition;
- b) Athletes and team officials must be informed of the range schedules for the Pre-Event Training by 18:00 hours on the day before; and
- c) If it becomes necessary to change any of the shooting schedules for any reason, the Team Leaders must be informed immediately by posting the new schedules on the Main Notice Board and Shotgun Range Scoreboard and distributing them to all participating teams.

9.11.2 Replacement of an Athlete

If an athlete has fired a shot in the competition and must withdraw, he may not be replaced. This rule will also apply for competitions composed of several parts or carried out over several days.

9.11.3 Program Interruptions

Once shooting has been started it must continue without interruption according to the program, except for safety reasons, mechanical breakdowns, poor lighting conditions, extreme weather conditions, or other enforced delays in the program that would seriously affect the quality of competition. Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

9.11.4 Squadding

9.11.4.1 Squad Composition

- a) A squad must be composed of five (5) members except when the drawing does not permit a totally even distribution (**squads with four (4) members occupy station 1 to 4**); and
- b) Squads of **less than four (4) are not permitted** except when an athlete is declared "**ABSENT**" at the commencement of a round or an athlete has to leave a round for any reason.

9.11.4.2 Auxiliary Athletes ("Fillers")

The Organizing Committee should have available proficient athletes who may be required to act as auxiliary athletes:

- a) If the squad consists of less than four (4) members drawn by lot, it should be filled with non-competing athletes of a proficient standard; and

- b) These auxiliary athletes should have their scores posted in the normal manner on the official scorecard in order to provide continuity. However, their names and nationality must not be listed.

9.11.4.3 Squadding Draw

- a) The drawing for the Qualification Rounds must, if possible, be made so that the athletes of each country are distributed in such a way that no squad will contain more than one (1) athlete from each nation
- b) The allocation of athletes to the squads and positions within the squads must be done by the drawing of lots under the supervision of the Technical Delegate(s). This may be done with a computer program suited for this purpose; and
- c) The random selection of ranges and the division of the rounds must be made under the supervision of the Technical Delegate(s).

9.11.4.4 Squad Adjustments

The Jury, in conjunction with the Organizing Committee, and with the approval of the Technical Delegate(s), may adjust the draw but only to ensure that the requirements of the Squadding Draw are met.

9.11.4.5 Shooting Order

The shooting order of the squads and the shooting order within the squads must also be changed from day to day by the Organizing Committee under the supervision of the Jury. This can be by either having the squads and the members of each squad shoot in reverse order or by splitting the squads in a manner agreed by the Jury.

9.12 MALFUNCTIONS

9.12.1 Malfunction Definition

Failure of a properly loaded gun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck, must be recorded as a MALFUNCTION.

9.12.2 Number of Malfunctions Permitted

The athlete is permitted a maximum of two (2) malfunctions per round, whether or not he has changed his gun or ammunition.

- a) All regular target(s) on which any additional malfunction of gun or ammunition occurs in the same round will be declared “**LOST,**” whether or not the athlete attempted to fire; and
- b) If after a malfunction, the Referee agrees with the athlete that the gun is in need of repair, then action may be taken in accordance with the Rules for “Actions after Malfunctions are declared” (Rule 9.12.5).

9.12.3 **Barrel Selection**

Where an athlete is using a double-barreled shotgun, it will be assumed that the athlete is firing the bottom barrel (or right hand barrel, in the case of a side-by-side), unless the athlete indicates to the Referee **before** each of his rounds that he intends otherwise.

9.12.4 **Procedure in the Event of a Malfunction**

Decisions on malfunctions of either gun or cartridge must be made by the Referee.

9.12.4.1 In the event of misfire due to any reason, the athlete must:

- a) Keep the gun pointed at the target flight area;
- b) Not open the gun;
- c) Not touch the safety catch;
- d) Hand the gun safely to the Referee for examination if asked; and
- e) Answer any questions from the Referee.

Note: The athlete is responsible for checking the gun after it is returned by the Referee.

9.12.4.2 The following are **not considered malfunctions**:

- a) Faulty manipulation of the mechanism by the athlete;
- b) Failure to place a cartridge in the correct chamber of the gun; or
- c) Any fault attributable to the athlete.

9.12.4.3 **Ammunition Malfunctions (Misfires)**

Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when the **firing pin indentation** is clearly noticeable and:

- a) The powder charge is not ignited;
- b) Only the primer fires;
- c) The powder charge is omitted; or
- d) Some components of the load remain in the barrel.

Cartridges of the wrong size must **not** be considered as defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may also subject the individual to penalties for unsafe gun handling).

9.12.5 **Actions after Malfunctions are declared**

9.12.5.1 If the Referee decides that the disabled gun or that the malfunctioning of the gun or ammunition is not the fault of the athlete, and that the gun is not repairable quickly enough, the athlete may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared **“DISABLED.”**

OR

9.12.5.2 The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time to be determined by the Chief of Referees.

9.12.6 Disabled Shotguns

Decisions on disabled shotguns must be made by the Referee.

A shotgun may be considered disabled if:

- a) It cannot be fired;
- b) The athlete having already suffered two (2) malfunctions of either gun or ammunition in a round obtains permission from the Referee to change it;
- c) It fails to eject due to mechanical defect; or
- d) For any other reason that renders the gun unusable.

9.12.7 Procedures for Completing a Make-Up Round

The athlete having been allocated a time and Range must stand **behind the station to be shot** and be shown one (1) target, after which the Referee must give the command “**START.**” The athlete must then move onto the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

9.12.8 Make-Up Round (Score Certification)

The Referee must then ensure that the scores from the “make up” round and the original interrupted round are correctly totaled, signed by the athlete and the Referee, before the card is taken to the Classification Office.

9.13 COMPETITION CLOTHING AND EQUIPMENT

See also ISSF GTR 6.7.

9.13.1 Athletes' Clothing (See also ISSF GTR 6.20)

- a) Sports trousers, training (athletic warmup) **trousers** and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Blue jeans, jeans or similar trousers are prohibited;
- b) Open toe or open heeled shoes, sandals or any other similar footwear are not allowed;
- c) Shorts or skirts with the bottom of the leg not more than 15 cm above the center of the knee cap are allowed;
- d) Shirts, T-shirts and similar garments with sleeves less than 10 cm in length or without sleeves are not allowed; and
- e) Clothing made of camouflage material is prohibited.

9.13.2 Bib (Start) Numbers

Bib (Start) Numbers must be worn by all athletes:

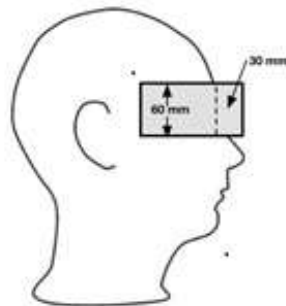
- a) On their backs and above the waist;
- b) At all times while participating in Pre-Event Training and in competition;
- c) If the Bib Number is not worn, the athlete may not commence or continue; and
- d) the Bib Number must display the allocated number as large as possible but should not be less than 20 mm high.

9.13.3 National IOC Identity

The IOC abbreviation of the nation of the athlete and the athlete's family name and first initial **may** be displayed in Latin letters (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib Number).

9.13.4 Blinders

Side blinders (on one or both sides) attached to the hat, cap, shooting glasses or to a head band, not exceeding 60 mm in deep are permitted. The front edge of a side blinder, when viewed from the side, must not extend more than 30 mm forward of the center point of the forehead. Side blinders must be made of plastic material only. A front blinder not exceeding 30 mm in width is permitted.



9.14 RESULTS, TIMING AND SCORING (RTS) PROCEDURES

The Jury Member responsible for shotgun classification and scoring procedures will either be appointed from among the appointed Jury Members by the NSR or by the Technical Delegate in cooperation with the Shotgun Jury Chairman.

9.14.1 Classification Office

9.14.1.1 It is the duty of the RTS Office **BEFORE** the competition to:

- a) Prepare score cards for each squad; and
- b) Ensure that the correct score card is with the correct squad on the correct range.

9.14.1.2 It is the duty of the Classification Office **AFTER** each round to:

- a) Receive and check the totals of the targets hit and verify results;
- b) Record scores;

- c) Post preliminary scores on the range bulletin board immediately; and
- d) If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.

9.14.1.3 It is the duty of the Classification Office at the **CONCLUSION** of each shooting day to:

- a) Total the official scores within the shortest possible time;
- b) Prepare an accurate preliminary results bulletin for distribution to the press, team officials, Jury and Technical Delegate(s);
- c) Prepare and publish an accurate final results bulletin immediately;
- d) Publish correct final results lists containing the full family name, full first name (without abbreviations), Bib Numbers and IOC abbreviations of each athlete's Nation as soon as possible after the close of any applicable protest period; and
- e) The Organizing Committee must retain the range scorecards, which show the results of every target shot at, for a minimum of 12 months after the conclusion of the competition.

9.14.2 Scoring Procedure

Scoring is done officially on each range for each round of 25 targets:

- a) In all NSR Championships, individual scores must be kept on each range by two (2) separate persons; these are usually Assistant Referees;
- b) One person must maintain a permanent official scorecard; and
- c) The second person must maintain a manual scoreboard.

9.14.3 Scoreboards

9.14.3.4 Ranges with Manual Scoreboards

Three (3) persons must be appointed as Assistant Referees, as follows:

- a) The first person must be positioned on the left or right side of the range to act as an Assistant Referee and also maintain the manual scoreboard;
- b) The second person must be positioned on the opposite side act as an Assistant Referee;
- c) The third person must be positioned at the rear of the firing line to maintain a permanent official scorecard and also to check that the scores shown on the manual scoreboard are registered correctly;
- d) Each scorer must mark the card or board independently but based only on the decision given by the Referee;
- e) At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the RTS Office; and
- f) The scores shown on the manual scoreboard must prevail if there are unresolved differences.

9.14.4 Score Certification

When a round is completed and the individual results have been compared, read aloud and agreed by each athlete, the Referee and each athlete must sign or initial the scorecard, unless the athlete does not agree with the result shown for him and it is his intention to make a protest.

9.14.5 Results

9.14.5.1 Individual Events

For each athlete the results of each round must be recorded legibly on official scorecards and the total of the qualification rounds, the Finals and any Shoot-offs must be recorded and the scores ranked in descending order (Ties – see Rules 9.15.).

9.14.5.2 Team Events

Scores of each team member must be recorded and the number of all targets hit by the team members of each team in each of the Qualification Rounds must be totaled and the team's scores ranked in descending order (Ties – see Rule 9.15.3).

9.15 TIES AND SHOOT-OFFS

9.15.1 Competitions with Finals

Ties in competitions with finals will be decided as follows:

9.15.1.1 Ties before Finals:

- a) If there are tied scores within the first five (5) athletes after the Qualification Round, the tie will not be broken and the order in which such athletes must shoot in the finals is according to Rule 9.15.1.2;
- b) If two or more athletes have perfect scores, the jury will decide the shooting order for these shooters by drawing of lots.
- c) When there are more than five (5) eligible athletes for the Finals because of tied scores, i.e. more tied athletes than corresponding places, these ties must be broken by a shootoff in accordance with the Rules 9.15.4;
- d) Any athlete who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off using his qualification score;
- e) Whenever possible, tie shooting **before** Finals should take place on a range other than that to be used for the Finals; and

- f) After a shoot-off to determine the five (5) athletes in the Finals, the shoot-off result will decide the ranking of all athletes who participated in this shoot-off. Any remaining athletes with the same shoot-off result must have their rankings determined according to the **Countback Rule** (9.15.1.2).

9.15.1.2 **Countback Rule**

Any ties to be broken by this method must be decided as follows:

- a) The scores of the last round of 25 targets must be compared. The winner is the athlete with the highest score in that round;
- b) In a case where the tie is still not broken, the round **before** last must be compared and if still not broken, the round **before** that and so on; and
- c) If the results of all the rounds are still equal, ties must be decided by counting **backward**, target by target, from the **last target** of the **last round** (and if necessary, the next to the last round etc.) until a “zero” (0) is found. If the tied athletes have zeroes (0) on the same target, the countback shall continue until the tie is broken. The athlete with the most hits in succession before the tie-breaking zero (0) will be given the higher place.

9.15.1.3 **Rankings**

Individual tied scores ranking 6th place and below, not decided by a shoot-off, must be ranked according to the **Countback Rule**.

9.15.2 **Competitions without Finals**

9.15.2.1 **Individual Ties**

Ties in competitions without Finals will be decided as follows;

9.15.2.2 **Ties with Perfect Scores**

These will not be broken, but will share first place with the names listed in order according to the Latin alphabet (family names). The next rankings must be appropriately numbered.

9.15.2.3 Individual tied scores must be ranked according to the **Countback Rule** (9.15.1.2).

9.15.3 **Team Ties**

If two (2) or more teams have the same scores, rankings must be decided by the **combined** score of the team members in the last round of targets, then by next to the last round, etc. until the tie is broken. If the tie is not broken (i.e. all the combined scores of the team members are the same, in all rounds) then ties must be decided by counting **backward**, from the combined score of the team members of the **last target** of the **last round** (and if necessary, the next to the last target or the next to the last round etc.). The team with the lower combined score of the last target will be given the lower ranking.

Example:

TEAM 1

Shooter 1 XXXXXXXXXXXXXXXXOOXXXXXOXXXX 22

Shooter 2 XXXXXXXXXXXXXXXXXXXXXXXXXXXXO 24

Shooter 3 XXXXXXXXXXXXXXXXXXXXXXXOXXXOX 23

2 69 2nd

TEAM 2

Shooter 1 XXXXXXXXXXXXXXXXOXXXXXOXXXX 23

Shooter 2 XXXXXXXXXXXXXXXXXXXXXXXOXX 24

Shooter 3 XXXXXXXXOXXXXXXXXXXXXOXOX 22

3 69 1st

9.15.4 Shoot-Offs

9.15.4.1 General

- a) If the shoot-off time is not announced in advance, the athletes involved must remain in touch with the competition office whether personally or through their Team Leader in order to be ready to shoot when the shoot-off is called; and
- b) Any athlete who is not in his assigned position and ready to shoot at the official starting time will be declared “**ABSENT**,” must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off results using his qualification score.

9.15.4.2 Shoot-offs before Finals

Shoot-offs **before** Finals must be conducted on standard targets, of the same type as those used in the Qualification rounds. Shoot-offs before Finals should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

Starting positions will be decided by the interim Qualification ranking (highest ranking athlete to shoot first)

9.15.4.3 Shoot-offs after Finals

Shoot-offs **after** Finals must be conducted on flash targets of the same type as those used in the Finals rounds. Shoot-offs after Finals should start immediately after Final shooting is completed.

The starting positions will be in bib number order. When several shooters are tied for more than one ranking place, e.g. two tied for second place (place 2 and 3) and two shooters tied for fourth place (places 4 and 5), they will all shoot off consecutively on the same range to determine the individual ranking. The tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are broken.

9.15.4.4 Shoot-Off Procedures

One (1) trial target shall be released before the shoot-off start. All tied shooters will start shooting one by one from station 1 in the order indicated *in rule 9.15.4.2 or 9.15.4.3*. Every shooter must shoot at the same number of targets and from the same number of stations. A shooter who misses a target is the loser and is given the lower ranking of the tied shooters. All those who remain tied will continue until all ties are broken. After five targets all shooters move on to the next station. In the shoot off the shooter, who has to continue the shooting, must position himself, load his gun and call for target within a **MAXIMUM of 10 SECONDS** after the preceding shooter finished his shot and left the station.

9.16 RULE VIOLATIONS

The Jury, the Chief of Referees and the Referee will decide rule violations based on three (3) classes of infringements or violations of the Rules:

- a) **“OPEN”** – unconcealed;
- b) **“TECHNICAL”** – minor rule infringements; and
- c) **“CONCEALED”** – deliberate or very serious breaches of the rules or of safety.

9.16.1 The Jury is responsible for examining and deciding the degree of penalties to be imposed for all reported violations that are not automatically imposed according to these rules.

9.16.2 When rule violation cards are shown, they must be accompanied by the command **“WARNING” (Yellow Card)**, **“DEDUCTION” (Green Card)** or **“DISQUALIFICATION” (Red Card)** as appropriate, in a manner that leaves no doubts in the offender's mind as to the meaning of the action taken. It is not necessary to show a warning card prior to the issuance of any deduction or disqualification card.

9.16.3 “WARNING” (Yellow Card)

9.16.3.1 Open Violations

In the case of initial open violations of the rules, such as:

- a) Dress code violation;
- b) Unnecessary interruption of the shooting;
- c) Receiving illegal coaching during the competition;
- d) Unauthorized intrusion into the competition area;
- e) Unsportsmanlike conduct;
- f) Deliberate attempt to evade the spirit of the rules; or
- g) Any other incident that requires a warning to be issued.

9.16.3.2 A “**WARNING**” (Yellow Card) indicated on the relevant scorecard by a Jury Member, Chief of Referees or Referee will first be given so that the athlete, Coach or Team Official may have the opportunity to correct the fault.

9.16.3.3 If an athlete does not correct the indicated fault within the stipulated time, penalties will be imposed.

9.16.3.4 In repeated infringements by a coach, or other team official, the Jury will require the offender to leave the vicinity of the shooting range for the remainder of the round and the athlete may be penalized.

9.16.3.5 Technical Violations

In the case of initial **technical violations** during a competition round such as:

- a) Foot fault;
- b) Exceeding the time limit allowed to call for the shot;
- c) The athlete's READY position is not according to the rules;
- d) Following or pointing with the gun at a “slow” or “fast” pull target without shooting.

9.16.3.6 A “**WARNING**” (Yellow Card) indicated on the relevant scorecard, will be shown to any offending athlete by a Referee.

For each second or subsequent occurrence in a round of any of the violations listed above, the athlete must be penalized by the Referee according to rule 9.8.8.4. This must be indicated on the scorecard by the Referee before the card is sent to the RTS Office.

Referee Procedure: The Referee must command “**STOP**,” inform the athlete of the penalty and display the **Green Card**, adjust the scoreboard and instruct the next athlete to continue.

9.16.4 Deduction (Green Card)

9.16.4.1 Deduction of targets for other offences imposed by at least two (2) Jury Members must be taken from the round in which the offence occurred.

Deduction of one (1) point must be given in each instance for:

- a) Impeding another athlete in an unsportsmanlike manner;
- b) Failure to be present or provide a suitable substitute when required to act as Assistant Referee;
- c) If when asked to give an explanation for an incident, an athlete consciously and knowingly gives false information;
- d) If the athlete does not report on time for the Final stage; and
- e) Interfering with range equipment after an initial violation.

9.16.4.2 Uncompleted Round

Deduction of all remaining points in the round must be given by a majority of the Jury in instances when an athlete leaves the range without completing the round and without the permission of the Referee.

9.16.4.3 **Absent Athlete**

If an athlete is not present on the range when his name is checked with the scorecard, the Referee must have the athlete's Bib Number and name called out loudly three (3) times within one (1) minute. If the athlete does not appear by the end of that minute the Referee must declare him “**ABSENT**” and he **must not** be allowed to join the squad and shooting must start without him.

9.16.4.4 **Make up Round of Absent Athlete**

- a) An athlete who is declared “**ABSENT**” must present himself to the Chief of Referees before the squad has finished for that round and request permission to shoot the missed round. Failure to do so may result in disqualification; and
- b) The athlete will then be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees with a deduction of three (3) points to be applied against the last three (3) targets hit in the make-up round. The athlete should, if possible, shoot a make-up round on the same range as the one he had to leave.

9.16.4.5 **Exceptional circumstances**

If an athlete arrives late for a competition or fails to present himself to the Chief of Referees before the squad has finished that round and it can be proved that the lateness was due to circumstances beyond his control, the Jury must whenever possible give him the opportunity to take part without disruption of the overall shooting program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be imposed.

9.16.5 **Disqualification (Red Card)**

9.16.5.1 Disqualification (Red Card) is required in accordance with 9.4.1.1 or 9.4.3.2 c) for violations involving guns, marker tapes or ammunition. Disqualification according to 9.16.5.2 (below) may only be given by a decision of the majority of the Jury. The disqualification of an athlete is expressed by the Jury by showing a **Red Card** with the word “**Disqualification.**” If an athlete is disqualified during any phase of an event (Qualification or Final), the results for that athlete for all phases of that event must be deleted and the athlete must be listed at the end of the results list with an explanation regarding why the athlete was disqualified.

9.16.5.2 Disqualification (Red Card) of an athlete, or the banning of a Team Official or coach from the shooting ranges may be given for:

- a) Serious breaches of safety and violations of the safety rules;
- b) Handling a gun in a dangerous manner (repeated accidental discharges may be a cause for consideration);

- c) Handling of a loaded gun after a “**STOP**” command has been given;
- d) Repetition of incidents that have already been the subject of a warning or deduction;
- e) Deliberate abuse of any team or range official;
- f) Continued refusal by an athlete to act as an Assistant Referee;
- g) Deliberate failure to shoot a previously missed round;
- h) Consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases;
- i) Cases where violations are deliberately concealed

9.17 PROTESTS AND APPEALS

9.17.1 Disagreement with a Referee Decision

9.17.1.1 Action by the Athlete

- a) If an athlete disagrees with a Referee’s decision regarding a particular target he must act immediately **before the next athlete fires**, raising an arm and saying “**PROTEST;**” and
- 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 (see also **9.18.6**).

9.17.1.2 Action by Team Official

- a) If a team official is not satisfied with the final decision of the Referee, except for “**HIT,**” “**LOST,**” “**NO TARGET**” or “**IRREGULAR**” targets, he must not delay the shooting, but must attract the attention of the Referee who will make a notation on the scorecard that the athlete is continuing under protest; and
- b) The protest must be resolved by the Jury.

9.17.2 Verbal Protests

Any athlete or team official has the right to protest regarding a condition of the competition, or a decision or action by a competition official **immediately and verbally** to a Jury Member, the Chief Range Officer, the Chief of Referees or a Referee

9.17.2.1 Such protests may be made on the following matters:

- a) That NSR / ISSF Rules were not followed;
- b) That the current competition program was not followed;
- c) Disagreement with a decision or action of any competition official; and
- d) That an athlete was impeded or disturbed by another athlete, a competition official, spectators, the media or other persons or causes.

Note: Only the athlete concerned may query a decision by the Referee on a “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” target by taking action as in Rule 9.17.1.1

9.17.2.2 Competition officials who receive verbal protests must consider them immediately, take immediate action to correct the situation or refer the matter to the Jury for a decision. Shooting may be temporarily stopped if absolutely necessary.

9.17.3 Written Protests

- a) Any athlete or team official who does not agree with the action or decision taken on a verbal protest may make a formal protest in writing to the Jury; or
- b) A written protest (ISSF Protest Form P) may be submitted without first making a verbal protest.

9.17.3.1 Protest Time Limit

Any written protest must be **received within twenty (20) minutes** after the end of the round in which the incident is alleged to have occurred. The protest must be accompanied by a 50 EUR fee. If the protest is denied, the fee must be given to the Organizing Committee; if the protest is upheld the fee must be returned.

9.17.4 Appeals

In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal, except that decisions by a Finals Protest Jury may not be appealed. The Finals Protest Jury must be composed of two (2) members of the Shotgun Jury and one (1) member of the Jury of Appeal as decided by the Technical Delegate and Shotgun Jury Chairman (see also Rule **9.18.6**).

9.17.4.1 Appeal Time Limit

Such appeals must be submitted in writing **not later than twenty (20) minutes** after the Jury decision has been announced. The appeal must be accompanied by a 100EUR fee. If the appeal is denied, the fee must be given to the Organizing Committee; if the appeal is upheld the fee must be returned.

9.17.4.2 Jury of Appeal Decision

The decision of the Jury of Appeal or Finals Protest Jury is **FINAL**.

9.18 FINALS

Finals may be conducted either on a separate range designated as a Finals Range that is not used for Qualification competitions or on one of the ranges used for Qualification competitions

9.18.1 Finals Format

- a) The full program (9.6.1.1) must be shot as a Qualification for the Final. The **five** (5) highest-ranking athletes in the Qualification advance to the Final
- b) A final round consists of 25 targets for both men and women and the result is added to the result of the Qualification round.

9.18.2 General Finals Requirements

9.18.2.1 Reporting Time:

- a) Athletes in the Final or their coach or team official must report to the Finals Range not later than 30 minutes before the Final Start Time for cartridge control;
- b) Athletes must report to the Finals Range at least 15 minutes before the start of the Final. No additional cartridges may be brought to the Finals Range;
- c) A one (1) point penalty will be deducted from the score of the first hit target in the Final if the athlete does not report on time;
- d) Athletes must report with their equipment, competition clothing and a national team uniform that may be worn in the Victory Ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete cartridge and equipment controls as soon as possible after the athletes report; and
- e) Any finalist who does not report for the start of the Presentation will not start and will be ranked last in the Final.

9.18.2.2 Start Time. The Start Time for a Final is when the Referee commands “**READY**” for the first competition shot.

9.18.2.3 Start Positions and Bib Numbers. New bib numbers (1-5) must be issued for Finals. Starting positions in a Final are assigned according to the Qualification ranking, with the highest ranking athlete having bib number 1. In shoot-offs to decide medals, athletes must shoot in bib number order (lowest number shoots first).

9.18.2.4 Test Firing and Showing Targets. Before the start of a Final, targets must be shown and the finalists must be permitted to test fire.

9.18.2.5 Special Equipment. Finals Ranges must be equipped with a loudspeaker system for the Announcer and sound technician to use, seating for Jury members and the coach of each finalist, an official scoreboard (electronic or manual).

- 9.18.2.6** **Finals Officials.** The following personnel shall conduct and supervise the Final:
- a) **Referee.** An experienced official with an ISSF or national Shotgun Referee's license must conduct the Final;
 - b) **Assistant Referees.**
Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge. All Referees shall be selected by the Chief Referee from the appointed Competition Referees.
 - c) **Competition Jury.** The Competition Jury must supervise the conduct of the Final. One (1) Jury member must be designated as the Jury-Member-in-Charge;
 - d) **Finals Protest Jury.** One (1) member of the Jury of Appeal, the Jury Member-in-Charge and one (1) other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, must decide any protests that may be made during the Final
 - e) **Announcer.** An official designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores and providing information to spectators.
 - f) **Sound Technician.** A technical official responsible for operating the sound and music system during competitions

9.18.2.7 **Finals Production and Music.** The conduct of a Final must use color, music, announcements, commentary, staging and CRO commands in a total sports presentation that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.

9.18.3 **Competition procedures**

The same procedures as in the qualification rounds will be applied.

9.18.3.1 In Final events targets containing **coloured powder** shall be used.

9.18.3.1.1 A target is declared **HIT** when it is shot at according to the rules and at least one piece is broken or the coloured powder is visible.

9.18.4 Procedure for Conducting Finals

Time	Stage	Procedure
a) 30:00 and 15:00 minutes before	Finalists Report for Cartridge Control	Athletes in the Final or their coaches or team officials must report to the Finals Range on time (Rule 9.18.2.1). The Jury will instruct the finalists or their coaches or team officials to place all of their cartridges in numbered boxes (corresponding to bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation. Athletes may leave the FOP and must return at least 15:00 min. before the start of the Final. No additional cartridges may be brought to the FOP.
b) 10:00 minutes before	Target Showing and Test Fire	The Referee will authorize the finalists to complete their warm-ups and test fire shots and show the targets.
c) 5:00 minutes before	Assemble for Introductions	The five (5) finalists, the Referee and the Jury Member-in-Charge must report to a designated presentation area in the centre of the range.
d) 4:00 minutes before	Introduction of Finalists	The Announcer will introduce, in bib number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.
e) 1:00 minute before	Preparation	One (1) minute before the first shot in the Final, the Referee will instruct the finalists to go to their shooting stations.
f) Competition firing starts at 0:00	Start of Final	The Referee will instruct the first athlete to begin with the command " READY. " Each athlete has ten (10) seconds to call for each target.

9.18.4.1 Final Results

In all events the results of the Finals competition will be added to the individual results of the Qualification round. The results of the Qualification and the Final and the total must be printed in the official results bulletin.

9.18.4.2 Decision in the event of tied scores

Ties after the Finals see Rule 9.15.4.3 and 9.15.4.4

9.18.5 Malfunction of shotgun or ammunition

- 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 must withdraw.
- b) After the malfunction is corrected or the athlete withdraws, the Finals Stage must continue. A withdrawn athlete's final ranking will be determined by the total number of targets hit when the malfunction occurred.
- c) An athlete is allowed a maximum of two (2) malfunctions during the Finals, including any shoot-offs, whether or not he has tried to correct the malfunction.
- d) Any regular targets on which any further malfunction occurs will be declared "**LOST**" whether or not the athlete attempted to fire.

9.18.6 Protests during Finals

- a) If an athlete disagrees with a Referee's decision regarding "**HIT**," "**LOST**," "**NO TARGET**" or "**IRREGULAR**" targets, he must act immediately before the next shooter's fire, by raising an arm and saying "**PROTEST**."
- 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 kind of protest by the athlete or coach will be decided by the Finals Protest Jury immediately (9.18.2.6). The decision of the Finals Protest Jury is final and may not be appealed.
- d) If a protest in the Finals 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 first two (2) "**HIT**" targets.
- e) No protest fee applies in Finals.

10.0 PROTOCOL: AWARDS AND RECORDS

The NSR Council handles details on awards and records.

INDEX

Absent Athlete	9.16.4.3
Absent Athlete – Exceptional Circumstances	9.16.4.5
Aiming – Safety	9.2.3
Ammunition – Cartridge Inspection	9.4.3.2
Ammunition – Cartridge Specifications	9.4.3.1
Ammunition – Malfunctions / Misfires	9.12.4.3
Ammunition – Not in Accordance with the Rules	9.4.3.2
Appeal Time Limit	9.17.4.1
Appeals	9.17.4
Application of Rules for all Shotgun Events	9.1.1
Assistant Referee – Absent – Deduction of one Point	9.5.6.3
Assistant Referee – Advising the Referee	9.5.6.4
Assistant Referees – Duties	9.5.6.2
Athlete – Replacement	9.11.2
Auxiliary Athletes – Fillers	9.11.4.2
Barrel Selection	9.12.3
Barrels	9.4.2.7
Bib (Start) Numbers	9.13.2
Blinders – Side Blinders	9.13.4
Broken Target	9.7.3
Buttstock depth	9.4.2.9
Carrying Guns – Safety	9.2.2
Chief of Referees – Duties	9.5.4.2
Chief Range Officer – Duties	9.5.3.3
Chief Range Officer – Responsibilities	9.5.3.2
Classification and Scoring Procedures	9.14
Classification Office	9.14.1
Commands	9.2.6
Competition Clothing (ISSF GTR 6.7.6)	9.13
Competition Clothing – Open Toe or open heeled Shoes	9.13.1 b
Competition Officials	9.5
Competition Rules	9.8
Conduct of a Round	9.8.1
Count Back Rule before the Finals	9.15.1.1
Deduction (Green Card)	9.16.4
Deduction of one Point	9.16.4.1
Disabled Shotguns	9.12.6
Disagreement with Referee’s Decision	9.17.1
Disqualification (Red Card)	9.16.5
Disqualification in Finals	9.16.5.1
Ear Protection	9.2.7
Equipment Control	9.4.1
Equipment Control – Penalty when failing to meet regulations	9.4.1.1
Events	9.6.1

Eye Protection	9.2.7
Figures and Drawings	9.1.5
Finals – Disabled Shotgun	9.18.5
Finals – Finalists Reporting to the Range	9.18.2.1
Finals – General Procedures	9.18
Finals – Late or Absent Athlete	9.18.2.1
Finals – Malfunctions of Shotgun or Ammunition	9.18.5
Finals – Number of Finalists in each Event	9.18.1
Finals – Number of Malfunctions	9.18.5
Finals – Officials	9.18.2.6
Finals – Order of Shooting	9.18.2.3
Finals – Procedures to conducting Finals	9.18.3
Finals – Protest during Finals	9.18.6
Finals – Range Equipment	9.18.2.5
Finals – Ranking Procedure after an Uncompleted Finals	9.16.4.2
Finals – Starting Time	9.18.2.2
Finals – Termination of an Uncompleted Finals	9.16.4.2
Finals – Test Firing	9.18.2.4
Finals Competition Procedures	9.18.3
Guns – Changing	9.4.2.5
Guns – Compensators and Barrel Attachments	9.4.2.6
Guns – Magazines	9.4.2.4
Guns – Optical Sights	9.4.2.8
Guns – Ported Barrels	9.4.2.7
Guns – Release Trigger	9.4.2.2
Guns – Slings	9.4.2.3
Guns – Types permitted	9.4.2.1
Guns, Equipment and Ammunition	9.4
High Visibility Jackets – Safety	9.2.1
Hit	9.7.4
Individual Ties in Competitions without Finals	9.15.2
Interruptions	9.8.4
Irregular Target	9.7.2
Jury Checks	9.8.6
Jury – Duties before the Competition	9.5.2.1
Jury – Duties during the Competition	9.5.2.2
Jury – Majority	9.16.5.1
Jury’s Responsibility and Actions	9.16.1
Knowledge of the Rules	9.1.2
Left-handed Athlete – Right-handed Athlete	9.1.3
Lost Target(s)	9.7.5
Make-up Round of Absent Athlete	9.16.4.4
Make-up Round – Procedures	9.12.7
Make-up Round – Score Certification	9.12.8
Malfunctions	9.12
Malfunctions – Actions after a Malfunction is declared	9.12.2

Malfunctions – Number of Malfunctions permitted	9.12.2
Malfunctions – Procedure handled by the Athlete	9.12.4.1
Malfunctions – Procedure in Event of a Malfunction	9.12.4
Malfunctions – Definition	9.12.1
Manual Scoreboards	9.14.3.4
Marker Tape	9.8.5.2
Marker Tape Check	9.8.5.3
Match Administration	9.11
Men's Events	9.1.4
Misfire – Ammunition Malfunction	9.12.4.3
National IOC Identity	9.13.3
No Target	9.7.6
No Target – Responsibility of the Referee	9.8.8.1
No Target even if Athlete has fired	9.8.8.2
No Target if Athlete has not fired	9.8.8.3
Open Violations	9.16.3.1
Preparation Time Limit	9.8.3
Protest – Action by Athlete	9.17.1.1
Protest – Action to be taken by a Team Official	9.17.1.2
Protest – To the Referee	9.17.1
Protest Time Limit	9.17.3.1
Protests and Appeals	9.17
Protests and Appeals except Decisions by a Finals Jury	9.17.4
Protests and Appeals Time Limit	9.17.4.1
Range and Target Standards	9.3
Rankings	9.15.1.3
Referees	9.5.5
Referees – Duties and Functions	9.5.5.2
Regular Target	9.7.1
Refused Target	9.8.7
Refused Target – Procedure by the Athlete	9.8.7
Results	9.14.5
Right-handed Athlete – Left-handed Athlete	9.1.3
Rule Violations	9.16
Safety	9.1
Safety – STOP Command	9.2.5
Safety Flag	9.2.2 b)
Score Certification	9.14.4
Scoreboards – Ensure the Scores on the Scoreboard	9.14.3.4 c)
Scorecards – Maintained by the Assistant Referees	9.14.3.4 a)
Scoring Procedure	9.14.2
Shoot-offs – General	9.15.4
Shoot-offs – Procedures	9.15.4.4
Shoot-offs – Athletes Preparation Time	9.15.4.4
Shoot-offs before Finals	9.15.4.2
Shoot-offs after Finals	9.18.4.1

Shooting and Test Firing	9.2.4
Shooting Order	9.11.4.5
Shooting Schedules	9.11.1
Shotguns	9.4.2
Skeet – Ready Position	9.9.3.11
Squad Adjustments	9.11.4.4
Squadding	9.11.4
Squadding – Composition	9.11.4.1
Squadding Draw	9.11.4.3
Squads – Shooting Order	9.11.4.5
Stop Command	9.2.5
Target Distances, Angles and Elevations	9.8.1.7
Target Setting	9.3.1.7
Targets – Regular / Irregular / Broken / Hit / Lost / Target	9.7
Team Ties	9.15.3
Technical Violations	9.16.3.5
Test Firing – After a Gun Repair	9.2.4
Test Firing – Shooting and Test Firing	9.2.4
Ties (without Finals) – 6th Place and below	9.15.2.4
Ties (without Finals) – For the first five Places	9.15.2.3
Ties (without Finals) – Ties with Perfect Scores	9.15.2.2
Ties and Shoot-offs	9.15
Ties before the Finals	9.15.1.1
Ties in Competitions with Finals	9.15.1
Ties in Competitions without Finals	9.15.2
Ties in the Finals	9.18.4.1
Training	9.6.2
Training – Pre-Event (Official)	9.6.2.1
Types of Shotguns	9.4.2.1
Uncompleted Round – Deduction of remaining Points	9.16.4.2
Verbal Protests	9.16.8
Warning (Yellow Card)	9.16.4
Warning issued by the Referee	9.5.5.3
Women's Events	9.1.4
Written Protests	9.16.9