



OLYMPIC CLAY TARGET DISCIPLINES

Common Rules to Remember (click [HERE](#) to download the ISSF Rulebook)

General

1. **Dress code** - no blue jeans, no open-toed or open-heeled footwear, no sandals. Rules 4.5.1, 6.20, 9.13.1. **EYE AND EAR PROTECTION IS MANDATORY - NO EXCEPTIONS.**
2. **Ammunition** - 24g only. Max shot size 2.6mm diameter. Transparent wads only. Rule 9.4.3.1.
3. **Shotguns** - no release triggers; no compensators; see rule 9.4.2.1 regarding restrictions on **ported barrels.**
4. **Absent Athlete/late arrival** - if you are not present at the allotted time, the squad will not wait for you beyond the 1 minute allowed in the rules (9.16.4.3). Unless you have a valid reason, you will lose a minimum of 3 targets. If no valid reason, you will probably lose the full round of targets. It will probably not be possible to allow a 'make up round' to be shot.
5. **Scoring/Assistant Referees** - when asked to score/assist you **must** do so. Rule 9.5.6. Target penalty applies for refusals.
6. **Respect the Umpire** - follow the rules concerning protests. No badgering the Umpires.
7. **Put your empty cartridges in the bins provided** - do not throw them on the ground.
8. **Shotgun handling** - after firing your shot(s), keep the barrels pointing downwards as you empty the chambers - do not twist the shotgun to the side or upside down to empty the spent cartridges in the bin.
9. **Malfunctions** - on **third equipment** malfunction the target is "LOST". See file "MALFUNCTIONS" - rule 9.12.
10. **Foot position** - both feet must within the boundaries of the shooting stand. Feet must not hang over the edge.
11. **Squad changeovers (all disciplines)** - sign your score sheet, collect your equipment, score when requested, leave the range quickly. There will be 21 rounds shot on OT so 20 changeovers multiplied by 5 minutes of 'post mortems' extends the day by one hour. Please help to facilitate quick changeovers, thank you! **This also applies to OS and ODT changeovers as these affect the overall timetable.**
12. **No more gun stands on the range** - please look after your shotgun(s) and do not leave them on the ranges.
13. **Do not do anything that might disturb or distract other competitors whilst shooting**



Specific Discipline Rules to Remember

Olympic Trap - 5 rounds of 25 targets

1. **Preparation time on stand** - twelve (12) seconds (after the previous competitor has fired at a regular target).
2. **At start of round** - competitor No. 6 to stand behind Competitor No. 1 on marked area.
3. **After firing your shot** - do not move to the next stand until the next competitor has fired their shot.
4. All guns to be OPEN when moving from stand to stand and UNLOADED when moving from stand 5 to stand 1.
5. **"NO TARGET" with a misfire on the first shot** - the ruling is repeat the target, miss with the first shot, second shot to count. See rules **9.8.8, 9.8.8.2, 9.8.8.3** in this document.

Olympic Double-Trap - 5 rounds of 30 targets

1. **Preparation time on stand** - twelve (12) seconds (after the previous competitor has fired at a regular double)
2. **At start of round** - competitor No. 6 to stand behind Competitor No. 1 on marked area.
3. **After firing your shots** - do not move to the next stand until the next competitor has fired their shots.
4. All guns to be OPEN when moving from stand to stand and UNLOADED when moving from stand 5 to stand 1.
5. **"NO TARGET" rules** - read rules **9.9.8, 9.9.8.1, 9.9.8.2** for all the scenarios (details in this document).

Olympic Skeet - 5 rounds of 25 targets

1. **Skeet Marker Check** - ensure your marker tape complies with the rules - 9.10.4.3 - see the [rulebook](#)
2. **Target sequence** - see page 11 (this document) and page 12 (station 8 procedure).
3. **Ready position** - see page 13 (this document). 0 - 3 second delay on release of target. Must not mount shotgun until you see the clay.
4. **Preparation time limit** - 10 seconds to occupy the stand after previous competitor; maximum 30 seconds to call for target after occupying the stand.
5. **NO TARGET and LOST TARGET rules** - see pages 14 and 15 (in this document) for specific rules.

**SEE NEXT PAGE FOR CONTENTS OF THIS DOCUMENT WHICH INCLUDES
FULL REFERENCES TO THE ABOVE (AND MORE) ISSF RULES**



CONTENTS

OVERVIEW OF RULES COMMON TO SKEET, TRAP AND DOUBLE-TRAP.....	5
Scoring by competitors.....	5
"Assistant Referees"	5
Dress Code	5
Side blinders	6
Eye and Ear Protection	6
Types of Shotgun	6
Ammunition.....	6
Absent Athlete.....	7
Test-firing.....	7
Foot position on the shooting stand	7
Coaching	7
Safety.....	7
Refused Target(s).....	8
OLYMPIC TRAP - SPECIFIC RULES.....	9
Conduct of a round of TRAP	9
Conduct of a round of TRAP	9
Preparation time limit - TRAP	9
No Target 9.8.8.....	9
No Target 9.8.8.2.....	10
No Target 9.8.8.3	10
Lost Target 9.8.8.4.....	10
OLYMPIC DOUBLE-TRAP - SPECIFIC RULES	12
Preparation Time Limit.....	12
Trial Targets	12
No Target Double 9.9.8	12
No Target Double 9.9.8.1	12
No Target Double 9.9.8.2	13

Lost target 9.9.8.3.....	13
Result in the case of a Malfunction	14
Result in the event of involuntary discharge.....	14
OLYMPIC SKEET SPECIFIC RULES	15
Skeet Marker Check.....	15
Target sequence	15
Method	15
Preparation time limits.....	15
Special procedure for station 8	16
Trial Targets	16
Sighting on the ranges	17
READY position	17
No Target 9.10.6.1	17
No Target 9.10.6.2	18
No target rule for Doubles 9.10.6.3.....	18
Lost Target 9.10.8.....	18
Additional "LOST" Target Rule Applying to Doubles 9.10.9	19
OLYMPIC DISCIPLINES - MALFUNCTION RULES	20
ISSF SHOTGUN FINALS.....	22
SUMMARY FOR ATHLETES.....	22
TRAP FINAL	22
SKEET FINAL.....	23
DOUBLE-TRAP FINAL.....	24
TIE-BREAKING (SHOOT-OFF) PROCEDURES USED IN FINALS.....	25
SHOOT-OFF PROCEDURE TO DECIDE FINALISTS and TIES FOR 1 ST AND 2 ND PLACE IN THE FINAL.....	26

**This is NOT a comprehensive list of all the Olympic rules
Please ensure that you read all the relevant rules in the ISSF rulebook**

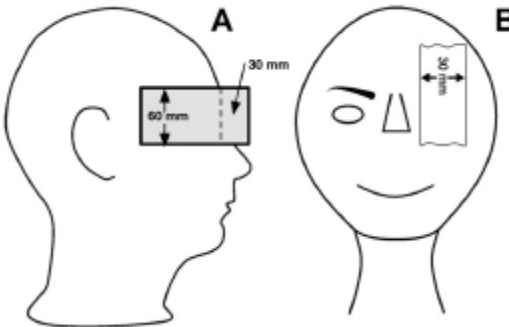
[CLICK HERE TO DOWNLOAD THE CTSASA COMPETITION REGULATIONS](#)
(these govern local South African events and overrule all international rulebooks)

[CLICK HERE TO DOWNLOAD THE ISSF RULEBOOK](#)



OVERVIEW OF RULES COMMON TO SKEET, TRAP AND DOUBLE-TRAP

<p>Scoring by competitors "Assistant Referees" 9.5.6</p>	<p>9.5.6.1 The Referee must be assisted by two (2) or three (3) Assistant Referees:</p> <ol style="list-style-type: none"> 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. <p>9.5.6.2 The main duties of an Assistant Referee are:</p> <ol style="list-style-type: none"> 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(s) is/are "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; g) To indicate to the Referee in a Skeet event if the target is not hit within the boundaries; and h) To advise the Jury in case of a protest. <p>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.</p> <p>Continued refusals may result in disqualification from the competition.</p>
<p>Dress Code Rules : 4.5.1, 6.20, 9.13.1</p>	<ul style="list-style-type: none"> • Blue jeans are not permitted • Open toe or open heeled shoes, sandals or any other similar footwear are not allowed • Sleeveless garments not allowed; sleeves less than 10cm in length are not allowed • No camouflage clothing allowed • Shorts/skirts not more than 15cm above the centre of the knee cap are allowed

<p>Side blinders Rule 6.7.8</p>	<p>Side Blinders for Shotgun Athletes. Shotgun athletes only are authorized to use side blinders because of safety concerns in those events. Side blinders may now extend up to 30 mm forward of the “center point of the forehead.” No sponsor or manufacturer’s identification is permitted on side blinders.</p> <p>Side Blinders (on one or both sides) attached to the hat, cap, shooting glasses, or to a headband, not exceeding 60 mm deep (height) are permitted for Shotgun athletes only (Rule 9.13.4) (A). 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.</p> 
<p>Eye and Ear Protection</p>	<p>Eye and ear protection is mandatory in South Africa (see CTSASA Competition Regulations which overrule the ISSF rule) due to Small Arms Shooting Range Standards SANS10353. This applies to ALL Clay Target Shooting disciplines.</p>
<p>Types of Shotgun 9.4.2.1</p>	<ul style="list-style-type: none"> • All types of smoothbore shotguns, including semi-automatics, but excluding pump action shotguns, may be used - max size 12g. Shotguns must not have a camouflage finish (this rule does not apply in South Africa but it does apply in all ISSF international events). • Release Triggers are prohibited • Slings are prohibited • Compensators - The addition of compensators and similar devices fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted (see 9.4.2.7 b). • 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.
<p>Ammunition 9.4.3.1</p>	<ul style="list-style-type: none"> • Shot charge must not exceed 24.0 g (+0.5 g tolerance). • Pellets must not exceed 2.6 mm in diameter; Pellets may be plated; • Only transparent or translucent wads with no color may be used; • A Jury member may take an athlete’s cartridges for inspection at any time when the athlete is in the shooting area.

<p>Absent Athlete 9.16.4.3</p>	<p>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.513</p> <p>9.16.4.4 Make up Round of Absent Athlete 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</p> <p>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.</p> <p>It is clear from the above that there is an obligation on the shooter to present himself to the Chief of Referees within a certain time-frame, and secondly that the shooter must request permission.</p> <p>It follows from the above then that a make-up round can be refused if the shooter did not follow the criteria.</p> <p>Also, we have limited ranges on which to timeously conclude each day's shooting. Fill-in shooters must also be provided to make up the squad numbers to a minimum of 5 shooters required. This may not always be possible.</p>
<p>Test-firing 9.2.4</p>	<ul style="list-style-type: none"> • By permission of the Referee, test firing of shotguns (a maximum of two (2) shots) is permitted for each athlete on each day of competition immediately prior to the start of his first round of the day; • Test firing of shotguns is also permitted for each athlete prior to the start of a Final or any shoot-offs before a Final;
<p>Foot position on the shooting stand</p>	<p>Although there is no specific rule describing where the feet should be positioned in the shooting stand, there is a penalty for a 'foot violation'. See rules 9.8.8.2 h) and 9.8.8.4 i).</p> <p>It is accepted that both feet should be within the boundaries of the shooting stand and that no part of the foot should be over the edge of the boundary (see also Skeet rule 9.10.3.9 a)</p>
<p>Coaching 6.12.5.1</p>	<p>In all events, non-verbal coaching is allowed. While on the firing line, an athlete may speak only with Jury Members or range officials. Coaching during training is permitted, but such coaching must not disturb other athletes.</p>
<p>Safety 6.2.1.5</p>	<p>In the interest of safety, a Jury Member or Range Officer may stop shooting at any time. Athletes and team officials must immediately notify Range Officers or Jury Members of any situation that may be dangerous.</p>

<p>Refused Target(s) 9.8.7 9.9.7 (refused double)</p>	<p>An athlete may refuse a target (or double) if:</p> <ul style="list-style-type: none">• A target (the double) is not released immediately after the athlete's call;• The Referee agrees that the athlete, after calling for the target(s), was visibly disturbed by some external cause; or• The Referee agrees that the target(s) was(were) irregular. <p>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.</p>
--	---

OLYMPIC TRAP - SPECIFIC RULES

5 rounds of 25 targets

<p>Conduct of a round of TRAP 9.8.1</p>	<ul style="list-style-type: none"> • Take enough ammunition and equipment to complete the round. • The 6th athlete must stand in the marked area (station 6), behind station 1. • The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, viewing of targets, test firing etc.) give the command "START."
<p>Conduct of a round of TRAP 9.8.2</p>	<ol style="list-style-type: none"> 1. After athlete No.1 has fired at a regular target, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular target; the other athletes in the squad must, on their stations, do likewise in rotation from left to right; 2. This whole sequence must continue until all athletes have each shot at 25 targets (2 left, 2 right and 1 center from each of the five stations); 3. Once the round has started an athlete may close the gun only after the previous athlete has completed his turn; 4. An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and a result is registered, except when the athlete has completed shooting on Station 5; in this case he must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he passes by; 5. All guns must be carried OPEN when moving between Stations 1 to 5 and OPEN and UNLOADED between 5 to 6 and 6 to 1; 6. Any athlete who loads his/her shotgun on Station 6 or carries his gun loaded between stations 5 and 6 must be given an initial Warning (Yellow Card); any further occurrences in the same round will result in Disqualification (Red Card); and 7. No athlete having shot on one (1) station may proceed towards the next station in such a way as to interfere with another athlete or match officials.
<p>Preparation time limit - TRAP 9.8.3</p>	<p>An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command "START;"</p>
<p>No Target 9.8.8</p>	<p>A "NO TARGET" target is one that is not thrown according to these Rules:</p> <ol style="list-style-type: none"> a) A "NO TARGET" decision is always the Referee's responsibility; b) A target declared a "NO TARGET" by the Referee must always be repeated from the same trap (whether hit or not). However the athlete may not refuse it even if he considers that it was thrown from another machine in the same group; and c) 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.

<p>No Target 9.8.8.2</p>	<p>A "NO TARGET" target must be declared even if the athlete has fired when:</p> <ul style="list-style-type: none"> 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) The target is thrown from a machine in another group; e) An athlete shoots out of turn; f) Another athlete fires at the same target; g) The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause; h) The Referee detects an initial violation of the athlete's foot position in a round; i) The Referee detects an initial violation of the time limit; j) 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); k) The shot is discharged involuntarily before the athlete has called for the target. However, if the athlete then fires at the target with the second shot, the result must be scored. Also, the athlete must be warned and if the same situation occurs a second or subsequent time in a round, the target(s) shall be declared "LOST"; or l) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the target must be repeated and must be missed with the first shot and hit only with the second shot. If the target is hit with the first shot, it must be declared "LOST."
<p>No Target 9.8.8.3</p>	<p>A "NO TARGET" target must be declared provided that the Athlete has NOT fired when: A target is thrown before the athlete's call;</p> <ul style="list-style-type: none"> a) A target is not released immediately after the athlete's call (see Note); b) A target's trajectory is irregular (see Note); c) There is an allowable malfunction of gun or cartridge; or d) The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot; If the second shot was fired, the result of that shot must be scored. <p>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.</p>
<p>Lost Target 9.8.8.4</p>	<p>A target must be declared "LOST" when:</p> <ul style="list-style-type: none"> 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) After a malfunction of gun or cartridge, an athlete opens the gun or moves the safety catch before the Referee has inspected the gun; e) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round;

	<ul style="list-style-type: none">f) The first shot is a miss and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the “safe” position by recoil of the first shot;g) The athlete is not able to fire his gun because he has not released the safety or has forgotten to load;h) The time limit is violated and the athlete has been warned once already (Yellow Card) in the same round (9.16.3.6); ori) 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).
--	--

OLYMPIC DOUBLE-TRAP - SPECIFIC RULES

150 targets : 5 rounds of 30 targets

3 pairs per stand (6 targets)

See rule 9.9.5 for target distances, angles and elevations

<p>Preparation Time Limit 9.9.3</p>	<p>An athlete must take his/her position, close the gun and call for the double within twelve (12) seconds after the previous athlete has fired at a regular double and has opened the gun and the result is registered, or after the Referee has given the command "START;"</p> <p>a) In case of non-compliance with this time limit, the penalties provided in these rules will be applied;</p> <p>b) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and</p> <p>c) Preparation time limits must be controlled by the Referee.</p>
<p>Trial Targets 9.9.6.1</p>	<p>a) Each day, after the traps have been adjusted and approved by the Jury, one (1) trial regular double must be thrown for each setting one (1) scheme A, one (1) scheme B and one (1) scheme C before each squad fires its first round for the day;</p> <p>b) Trial targets may be observed by the athletes; and</p> <p>c) All athletes, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings (see 9.3).</p> <p>d) During competition, after a scheduled time break, one (1) trial regular double must be thrown for each setting, one (1) scheme A, one (1) scheme B and one (1) scheme C, before a squad fires.</p>
<p>No Target Double 9.9.8</p>	<p>A "NO TARGET" double occurs when either or both targets are not thrown according to these Rules:</p> <p>a) A "NO TARGET" decision is always the Referee's responsibility;</p> <p>b) A double declared as a "NO TARGET" by the Referee must always be repeated whether either or both targets were HIT or not; and</p> <p>c) A Referee should attempt to call "NO TARGET" double 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 targets must be repeated regardless of whether either target of the double was "HIT" or not.</p>
<p>No Target Double 9.9.8.1</p>	<p>A "NO TARGET" Double must be declared even if the Athlete has fired when:</p> <p>A broken or irregular target emerges;</p> <p>a) A target of a distinctly different color from that of the others being used in the competition or Pre-Event Training is thrown;</p> <p>b) Only one (1) target is thrown;</p> <p>c) Both targets are not released simultaneously;</p> <p>d) The targets collide;</p> <p>e) Fragments from one (1) target break the other target;</p>

	<ul style="list-style-type: none"> f) The first shot breaks both targets; g) An athlete shoots out of turn; h) Another athlete fires at the same double; i) Both shots are fired simultaneously (see Rule 9.12.2, “Number of Malfunctions Permitted”); j) The Referee is satisfied that the athlete, after calling for the double was visibly disturbed by some external cause; k) The Referee detects an initial violation of the athlete's foot position in a round; l) The Referee detects an initial violation of the time limit; m) The Referee, for any reason, cannot decide whether either target was “HIT” or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision); or n) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the first target must be declared “LOST” and the double must be repeated to determine the result of the second shot only.
<p>No Target Double 9.9.8.2</p>	<p>A “NO TARGET” double must be declared, provided that the Athlete has NOT fired when:</p> <ul style="list-style-type: none"> a) The double is thrown before the athlete’s call; b) The double is not released immediately (see Note below); c) Either target's trajectory is irregular (see Note below); d) There is an allowable malfunction of gun or cartridge; or e) The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot. The double must be repeated to establish the result of both shots even if the second shot was fired. <p>Note: Unless the Referee calls “NO TARGET” before, as, 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.</p>
<p>Lost target 9.9.8.3</p>	<p>A target must be declared “LOST” when:</p> <ul style="list-style-type: none"> 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 double for which he has called, the targets must be declared “LOST” and “LOST;” d) An athlete, for no permitted reason, does not shoot a second shot, the result of the first shot must be recorded and the second target declared “LOST;” e) The first shot is declared “LOST” and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the safe position by recoil of the first shot the targets must be declared “LOST” and “LOST;”

	<ul style="list-style-type: none"> f) The athlete is not able to fire his gun because he has not released the safety or has forgotten to load, the targets must be declared “LOST” and “LOST;” g) The time limit is violated and the athlete has been warned once already (Yellow Card) in the same round the targets must be declared “LOST” and “LOST” (9.16.3.6); or h) The athlete's foot position is violated and the athlete has been warned once already (Yellow Card) in the same round the targets must be declared “LOST” and “LOST” (9.16.3.6).
<p>Result in the case of a Malfunction 9.9.8.4</p>	<ul style="list-style-type: none"> a) The athlete shoots at the first target but an allowable malfunction prevents the firing of a second shot, the result of the first shot must be recorded and the double repeated to determine the result of the second shot only; b) After a malfunction of gun or cartridge, the athlete is unable to fire a first shot and he opens the gun or touches the safety catch before the Referee has inspected the gun, the targets must be declared “LOST” and “LOST;” c) After a malfunction of gun or cartridge, the athlete is unable to fire a second shot and he opens the gun or touches the safety catch before the Referee has inspected the gun, the result of the first shot must be recorded and the second target must be declared “LOST;” d) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round on the first shot the targets must be declared “LOST” and “LOST;”or e) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round on the second shot, the result of the first shot must be recorded and the second target must be declared “LOST;”
<p>Result in the event of involuntary discharge 9.9.8.5</p>	<p>Result in the event of an Involuntary Discharge when:</p> <ul style="list-style-type: none"> a) A shot is discharged involuntarily before the athlete calls, the Referee must declare “NO TARGET” and warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, both targets shall be declared “LOST;” b) A shot is discharged involuntarily after the athlete calls, but before the targets appear, and he shoots a second shot, the first target must be declared “LOST” and the second target must be scored according to the result of the second shot. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared “LOST;” c) A shot is discharged involuntarily after the athlete calls but before the targets appear and he does not shoot a second shot, the first target must be declared “LOST” and the double must be repeated to determine the result of the second shot only; or d) However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared “LOST;”

OLYMPIC SKEET SPECIFIC RULES

5 Rounds of 25 targets

Skeet Marker Check 9.10.4.1, 9.10.4.2, 9.10.4.3	Athletes are responsible for ensuring that the marker tape is correctly positioned as per 9.10.4.3 (see the rule book).																																														
Target sequence	<p>Only one (1) shot may be fired at each target.</p> <table border="1" data-bbox="533 524 1310 1227"> <thead> <tr> <th>STATION</th> <th>TARGET</th> <th>ORDER</th> </tr> </thead> <tbody> <tr> <td rowspan="2">1</td> <td>Single</td> <td>High</td> </tr> <tr> <td>Double</td> <td>High – Low</td> </tr> <tr> <td rowspan="2">2</td> <td>Single</td> <td>High</td> </tr> <tr> <td>Double</td> <td>High – Low</td> </tr> <tr> <td rowspan="2">3</td> <td>Single</td> <td>High</td> </tr> <tr> <td>Double</td> <td>High – Low</td> </tr> <tr> <td rowspan="2">4</td> <td>Single</td> <td>High</td> </tr> <tr> <td>Single</td> <td>Low</td> </tr> <tr> <td rowspan="2">5</td> <td>Single</td> <td>Low</td> </tr> <tr> <td>Double</td> <td>Low – High</td> </tr> <tr> <td rowspan="2">6</td> <td>Single</td> <td>Low</td> </tr> <tr> <td>Double</td> <td>Low – High</td> </tr> <tr> <td>7</td> <td>Double</td> <td>Low - High</td> </tr> <tr> <td rowspan="2">4</td> <td>Double</td> <td>High – Low</td> </tr> <tr> <td>Double</td> <td>Low – High</td> </tr> <tr> <td rowspan="2">8</td> <td>Single</td> <td>High</td> </tr> <tr> <td>Single</td> <td>Low</td> </tr> </tbody> </table>	STATION	TARGET	ORDER	1	Single	High	Double	High – Low	2	Single	High	Double	High – Low	3	Single	High	Double	High – Low	4	Single	High	Single	Low	5	Single	Low	Double	Low – High	6	Single	Low	Double	Low – High	7	Double	Low - High	4	Double	High – Low	Double	Low – High	8	Single	High	Single	Low
STATION	TARGET	ORDER																																													
1	Single	High																																													
	Double	High – Low																																													
2	Single	High																																													
	Double	High – Low																																													
3	Single	High																																													
	Double	High – Low																																													
4	Single	High																																													
	Single	Low																																													
5	Single	Low																																													
	Double	Low – High																																													
6	Single	Low																																													
	Double	Low – High																																													
7	Double	Low - High																																													
4	Double	High – Low																																													
	Double	Low – High																																													
8	Single	High																																													
	Single	Low																																													
Method	<ol style="list-style-type: none"> 1. Load single cartridge for High House single 2. Adopt the 'ready' position and call for the target 3. Targets are thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds. 4. Each athlete shoots the first stand, then all athletes move to second stand and subsequent stands in the above sequence. 5. No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and 6. No athlete having shot on one (1) station may proceed towards the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials. 																																														
Preparation time limits	Athletes must call for and fire at their targets according to the following																																														

<p>9.10.3.1</p>	<p>time limits:</p> <ul style="list-style-type: none"> a) After the Referee has given the signal to “START” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds; b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the READY position and call for the target(s) in the required sequence for the station; c) The athlete must then call for the next single or double to be fired at from that station within the shortest time possible; d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station;
<p>Special procedure for station 8 9.10.3.3</p>	<p>When the squad advances to Station 8, they must stand in their shooting order behind the Referee who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centers of Station 8 and Station 4.</p> <p>After the Referee has declared “START” each athlete in turn must:</p> <ul style="list-style-type: none"> a) Take position for the high house target; b) Load the gun with one (1) cartridge only; c) Adopt the READY position; d) Call for the target; and e) Shoot at the high house target. <p>Then turn clockwise (to the right, in the direction of the target crossing post):</p> <ul style="list-style-type: none"> a) Take position for the low house target; b) Load the gun with one (1) cartridge only; c) Adopt the READY position; d) Call for the target; e) Shoot at the low house target; and f) When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the athletes who have still to shoot. Each athlete must do the same in succession.
<p>Trial Targets 9.10.3.5</p>	<p>A regular target from each of the high and low houses may be seen by the squad:</p> <ul style="list-style-type: none"> a) From Station 1 immediately prior to the start of their first round on each day of competition; b) If the Referee declares “NO TARGET,” the athlete may ask to have one (1) trial target thrown after each irregular target, or one (1) trial double thrown after an irregular double, provided the irregular target was not fired upon or both targets of an irregular double were not fired upon; and

	<p>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, before the competition resumes the squad must be allowed to view one (1) regular target from each trap.</p>
<p>Sighting on the ranges 9.10.3.6</p>	<p>Aiming and sighting exercises:</p> <p>a) May be conducted after the Referee has ordered “START” only on Station 1. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the gun to the shoulder and sight for a few seconds for both the single target and the double;</p> <p>b) The athlete must then adopt the READY position before calling for the target(s); and</p> <p>c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the gun on any other station, but during the round, athletes who are not shooting may, without disturbing the other athletes or the Referee, use their hand to track targets while another athlete is shooting.</p>
<p>READY position 9.10.3.9</p>	<p>At the moment the athlete calls and until the target (s) appears, the athlete must stand in the READY position with:</p> <p>a) Both feet entirely within the shooting station boundaries;</p> <p>b) Holding the gun with both hands;</p> <p>c) The gun stock in contact with body; and</p> <p>d) The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.</p> <div data-bbox="571 1267 1059 1778" data-label="Image"> <p>The diagram shows a side view of a shooter in the READY position. The shooter is wearing a cap and a vest, and is holding a shotgun with both hands. A box with an arrow points to the marker tape on the ground, which is positioned at the tip of the shooter's elbow. The text in the box reads: "Tip of elbow = upper edge of ISSF official marker tape (length 250 mm width 30 mm)".</p> </div>
<p>No Target 9.10.6.1</p>	<p>A “NO TARGET” or “NO TARGETS” must be declared even if the athlete has fired when: A broken target emerges;</p> <p>a) A target of distinctly different external color from that of the others being used in the competition or Pre-Event Training is thrown;</p> <p>b) Two (2) targets are thrown in singles;</p>

	<ul style="list-style-type: none"> c) A target is thrown from the wrong trap house; d) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round; e) The Referee detects an initial violation of the time limit; f) The Referee detects an initial violation of the athlete's foot position in a round; g) The Referee is satisfied that the athlete was visibly disturbed by some external cause, after calling for the target(s); h) The Referee for some reason, cannot decide whether the target was "HIT," "LOST" or "NO TARGET." In this case the Referee must always consult the Assistant Referee before making a final decision; i) An athlete has an allowable malfunction of gun or cartridge; or j) A shot is discharged involuntarily before the athlete calls, the Referee must warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, the target(s) shall be declared "LOST."
<p>No Target 9.10.6.2</p>	<p>A "NO TARGET" must be declared provided the athlete has NOT fired when: A target is thrown before the athlete's call;</p> <ul style="list-style-type: none"> a) A target is thrown after a period exceeding three (3) seconds; b) A target's trajectory is irregular; or c) There is an allowable malfunction of gun or cartridge
<p>No target rule for Doubles 9.10.6.3</p>	<p>Additional "NO TARGET" Rules applying to Doubles</p> <ul style="list-style-type: none"> a) Both targets must be declared "NO TARGET" and a repeat Double thrown, to determine the result of both shots when: b) Either target is irregular (see note); c) A single target is thrown in doubles; d) The first shot breaks both targets (an athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a "HIT" and the second "LOST"); e) Fragments from the first target break the second target; f) The targets collide; g) The athlete suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot; or h) Both shots are fired simultaneously. <p>Note: Unless the Referee calls "NO TARGET(s)" before or immediately after the athlete fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull," an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result(s) must be recorded.</p>
<p>Lost Target 9.10.8</p>	<p>A target(s) must also be declared "LOST" when:</p> <ul style="list-style-type: none"> a) It is not "HIT;" b) It is "HIT" outside the boundaries; c) It is only "dusted" and no visible piece is broken from it; d) An athlete, for no permitted reason, does not shoot at a regular target

	<p>for which he has called;</p> <ul style="list-style-type: none"> e) The athlete is unable to fire his gun because he has not released the safety or has forgotten to load; f) After a malfunction of gun or cartridge, an athlete opens the gun or touches the safety catch before the Referee has inspected the gun; g) An athlete suffers a third or subsequent malfunction in the same round; h) 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); 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) The time limit is violated and the athlete has been warned once already (Yellow Card) in the same round (9.16.3.6); or k) In singles, 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). The target must also be declared "LOST" for the second or any subsequent involuntary discharge in the same round.
<p>Additional "LOST" Target Rule Applying to Doubles 9.10.9</p>	<p>In addition the following must also apply in the case of doubles:</p> <ul style="list-style-type: none"> a) When an athlete for no permitted reason fails to fire at the first target of a regular double for which he has called the targets must be declared "LOST" and "LOST;" b) When an athlete for no permitted reason fails to fire at the second target of a regular double for which he has called the first target must be recorded according to the result and the second target must be declared "LOST;" c) An athlete misses the first target of the double and accidentally hits the second target with the same shot; the first target shall be declared "LOST" and the double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated double(s); d) A shot is discharged involuntarily after the athlete has called, but before the targets appear, the first target must be declared "LOST" and the double must be repeated to determine the result of the second shot only. The athlete must shoot at both targets in the repeated double; e) For a second or subsequent involuntary discharge in the same round the targets must be declared "LOST" and "LOST" and the Referee must issue a Warning (Yellow Card); f) If an athlete misses the first target in a double and has an allowable malfunction on the second shot, the first target must be declared "LOST" and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; g) If the athlete breaks the first target in a double and has an allowable malfunction on the second shot, the first shot must be declared "HIT" and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; or h) If the targets of a regular double are shot in reverse order, both of them must be declared "LOST."

OLYMPIC DISCIPLINES - MALFUNCTION RULES

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, or when a single pull of the trigger or the involuntary operation of both triggers on a double trigger gun produces a simultaneous discharge, 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 Disabled Shotguns (see 9.12.6).

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 first (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 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.

ISSF SHOTGUN FINALS

SUMMARY FOR ATHLETES

Rules start at 9.18 page 516 in the ISSF rulebook (edition 2017, second print V1.1 01/2018)

1. The 6 highest ranking athletes in the Qualification competition advance to the Final
2. Finalists start at zero - scores from the Qualification are not carried forward
3. Results from all stages of a Final are cumulative
4. Start positions and bib numbers : new bib numbers (1 to 6) must be issued
5. Before the start of a Final, targets must be shown and the finalists are permitted to test fire

If there is a tie for positions in the Final, they must be resolved using rule 9.19.1.7 (see end of this document)

TRAP FINAL

1. Finalists shoot one shot only at each target
2. Finalists occupy stations 1 2 3 4 5 6 in bib number order (lowest bib on number one)
3. After each athlete has shot on a station he must move to the next station
4. 25 targets are shot in the first round of the Final
5. After the completion of the first round (25 targets), the 6th place athlete is eliminated. In case of a tie the athlete with the lowest qualification ranking is eliminated.
6. After the five remaining finalists shoot at another 5 targets and complete 30 targets, the 5th place athlete is eliminated. In case of a tie the athlete with the lowest qualification ranking is eliminated.
7. After the four remaining finalists shoot at another 5 targets and complete 35 targets, the 4th place athlete is eliminated. In case of a tie the athlete with the lowest qualification ranking is eliminated.
8. After the three remaining finalists shoot at another 5 targets and complete 40 targets, the 3rd place (bronze medalist) athlete is eliminated. In case of a tie the athlete with the lowest qualification ranking is eliminated.
9. The 5 target sequences in 6, 7 and 8 above consist of 2 left, 2 right and 1 straight randomly selected targets for each finalist.
10. After the two remaining finalists shoot at another 10 targets and complete 50 targets, the 1st and 2nd places are decided (gold and silver medals), in case of a tie there is an immediate shoot-off.
11. After each elimination stage, the remaining athletes retain their original positions.

SKEET FINAL

Finalists will shoot on each station in bib number order. A timing system to control the 30-second preparation time limit must be used. Each Final consists of series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) All six finalists will shoot, in sequence, at 20 targets, with one regular double and one reverse double on station 3, one regular double on station 4, one regular double and one reverse double on station 5, one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After the six finalists complete 20 targets, the 6th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- b) The five remaining finalists will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 30 targets, the 5th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- c) The four remaining finalists will shoot another 10 targets with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 40 targets, the 4th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- d) The three remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 50 targets, the 3rd place athlete (bronze medalist) will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- e) The two remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 60 targets, the 1st and 2nd places are decided (gold and silver medals), in case of a tie there is an immediate shoot-off; and
- f) On station 4, the Referee must inform the first finalist whether the double is a regular double or a reverse double.

DOUBLE-TRAP FINAL

(From the ISSF rulebook 1st reprint applicable in March 2017)

Finalists shoot two shots for each regular double. Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (9.18.2.3, lowest Bib Number on Station 1).

After each athlete has shot on a station, he must move to the next station to fire in sequence on that station. A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of doubles sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) After the six finalists complete a normal round of 30 targets (15 doubles), the 6th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- b) After the five remaining finalists shoot at another 10 targets (5 doubles) and complete 40 targets, the 5th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- c) After the four remaining finalists shoot at another 10 targets (5 doubles) and complete 50 targets, the 4th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- d) After the three remaining finalists shoot at another 10 targets (5 doubles) and complete 60 targets, the 3rd place (bronze medalist) athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- e) After the two remaining finalists shoot at another 20 targets (10 doubles) and complete 80 targets (40 doubles), the 1st and 2nd places are decided (gold and silver medals), in case of a tie there is an immediate shoot-off;
- f) The 10-target (5 doubles) sequences in b), c) and d) above consists of 2 scheme A doubles, 2 scheme B doubles and 1 scheme C double, in random order, for each finalist. The total of 30 targets (15 doubles) in b), c) and d) above, must consist of 1 scheme A double, 1 scheme B double and 1 scheme C double from each of the 5 positions for each finalist; and
- g) The 20-target (10 doubles) sequence in e) above consists of 4 scheme A doubles, 4 scheme B doubles and 2 scheme C doubles, in random order, for each finalist. The doubles released from each station, for each finalist, must consist of different schemes.
- h) After each elimination stage the remaining athletes retain their original positions

TIE-BREAKING (SHOOT-OFF) PROCEDURES USED IN FINALS

9.18.3.3 Tie-Breaking (Shoot-off) Procedures. Ties for places three through six will be broken according to the bib number order (Qualification ranking). If there is a tie for 1st and 2nd places, the shoot-off will begin immediately and there will be no showing of targets or test firing. The shoot-off will be conducted according to these procedures:

Trap

The athletes must line up behind Station 1 in bib number order. Starting on Station 1, they must each shoot at regular targets 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. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot.

Note: Preparation time limit = 12 seconds.

Skeet

The tied athletes must line up behind Station 3 in bib number order. The athletes must shoot one regular double; if the tie is not broken with the first double, they must shoot one reverse double on that station; if the tie is not broken they advance to Station 4 to shoot one regular double, and if the tie is not broken one reverse double; this sequence continues on Station 5 and then back to Station 3, etc. until the tie is broken.

Note: Preparation time limit = 15 seconds.

9.18.3.4 If during a shoot-off, an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official Warning (Yellow Card). Any repetition must result in the targets shot at being declared "LOST."

SHOOT-OFF PROCEDURE TO DECIDE FINALISTS and TIES FOR 1ST AND 2ND PLACE IN THE FINAL

9.19.1.7

Shoot-offs will be used to decide:

- Ties after the Qualification for a place in the Final.
- Ties after the Qualification for positions 1 to 6 in the Final.
- Ties for 1st and 2nd place in the Final.

Shoot-offs after the Qualification:

- Must be conducted on a range other than the Finals Range.
- Higher position ties must be shot off first.
- The team with the highest-ranking Qualification score (Rule 9.15.3) shoots first.
- Teams will be allowed to test fire and observe targets.
- Shoot-offs during the Final (ties for 1st place only):
- The team with the lowest bib number shoots first.
- There will be no test firing or showing of targets.

9.19.1.8 Shoot-Off Procedures.

Rule 9.15.5.2 Trap shoot-off procedures will be used as follows:

- a) Both members of each tied team must participate in the shoot-off.
- b) Each team coach must designate which team member (male or female) will shoot the first target.
- c) Only one (1) shot is permitted at each target (9.15.5.2 c)).
- d) The athletes designated to shoot first must line up behind station 1 and shoot at a regular target according to Rule 9.15.5.2.
- e) If the tie is not broken, the same procedure will continue on station 2 with the second member of each team shooting.
- f) This procedure will continue with the team members shooting in alternate order (Team member shooting order will be 1 – 2 – 2 – 1 – 1 - 2, - 2, etc.) on successive stations until the tie is broken

