

..

.

9.9 COMPETITION RULES FOR SKEET

9.9.1 Conduct of a Round of Skeet -

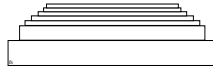
The squad must assemble on the range in an area next to Station 1, with sufficient ammunition and all equipment necessary to complete the round.

The Referee must take charge and when all preliminary procedures are completed (names, numbers, assistant referees, test firing, trial of targets, etc.) give the command "**START.**"

9.9.2 Method

After the command "**START**" is given:

- a) The first athlete must move onto Station 1, load the gun with one (1) cartridge only, adopt the READY POSITION and call clearly for the target, after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds;



- b) When the result of the shot is known, the first athlete must remain on the station, adopt the READY POSITION and load the gun with two (2) cartridges, call and fire at a regular Double;
- c) When the results of both shots are known the first athlete must leave the station;
- d) The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;
- e) The first athlete must then move onto Station 2 and shoot the required number of targets in the required sequence followed in turn by each member of the squad;
- f) This rotation will continue until all the required stations have been shot by all members of the squad;
- g) 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
- h) 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.

9.9.3

Competition Procedures

9.9.3.1

Preparation Time Limits. Athletes must call for and fire at their targets according to the following time limits:

- 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 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 and fire at the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals Rounds after the athlete has occupied the station; and
- e) During Qualification Rounds, preparation time limits must be controlled by the Referee. During Finals, preparation time limits must be controlled with an electronic timing device (9.17.2.5) managed by the appointed Referee.



9.9.3.2

Target Shooting Sequence for Qualification Rounds

Only one (1) shot may be fired at each target.

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

9.9.3.3

Special Procedures for Station 8:

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.

After the Referee has declared "**START**" each athlete in turn must:

- 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.

Then turn clockwise (to the right , in the direction of the target crossing post):

- 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



9.9.3.4 Cartridge Loading Sequence

- a) On Station 8 for both the "High" and "Low" targets, the gun must be loaded with one (1) cartridge only;
- b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;
- c) In case an athlete forgets to load the second barrel in singles on stations where two (2) single targets are to be shot, and after calling for or shooting at the first target remembers and either opens his gun to load or he raises his hand to ask permission of the Referee to load his gun, the target will be declared "**LOST**;"
- d) When shooting is interrupted, the gun must be opened and be made empty; and
- e) No athlete must turn from the shooting station before his gun is open and empty.

9.9.3.5 Trial Targets

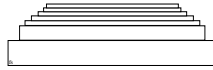
A regular target from each of the "High" and "Low" houses may be seen by the squad:

- 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
- 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.

9.9.3.6 Sighting On the Ranges

Aiming and sighting exercises:

- 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;
- b) The athlete must then adopt the READY position before calling the target(s); and
- 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.



9.9.3.7 Target Distances and Elevations (see Rule 6.4.21.2)

Skeet traps must be set before the start of the competition according to the specifications. (In calm weather conditions targets must carry a distance of 68.00 m +/- 1.00 m as measured from the face of the house behind Stations 1 and 7). The settings must be examined, approved and sealed by the Jury prior to each day of competition.

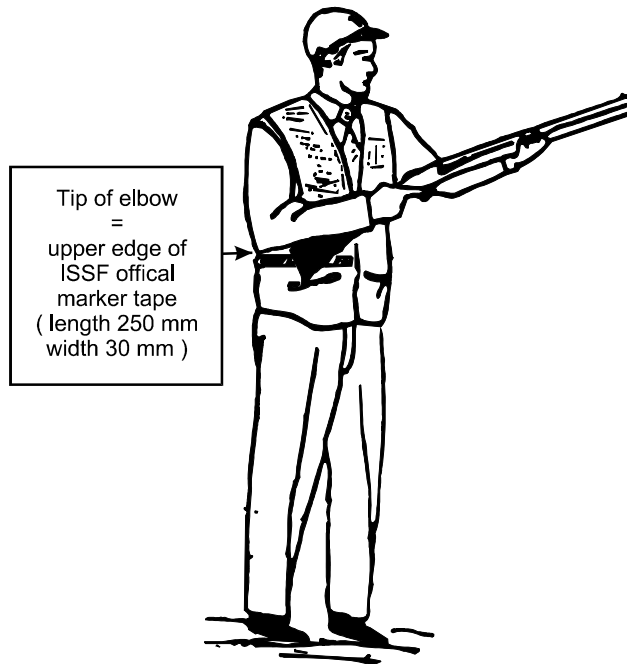
9.9.3.8 Irregular Trajectory

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

9.9.3.9 Ready Position

At the moment the athlete calls and until the target (s) appears, the athlete must stand in the **READY** position with:

- a) Both feet entirely within the shooting station boundaries;
- b) Holding the gun with both hands;
- c) The gun stock in contact with body; and
- 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.

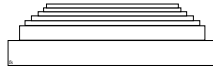


9.9.3.10 Marker Tape

To aid the Referee in controlling the position of the gun **the ISSF official marker tape** must be affixed to the shooting vest (outer garment).

9.9.3.10.1 The **ISSF official marker tape** must be:

- a) 250mm long, 30mm wide, yellow in color with a black border and bearing the ISSF logo; and
- b) Permanently affixed to the appropriate side of the shooting vest.



9.9.3.10.2 **Marker Tape Check**

Athletes are responsible for ensuring that the marker tape is correctly positioned as per 9.9.3.10.3 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).

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

- a) All pockets of the shooting vest must be empty;
- b) The trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;
- c) The marker tape must be affixed permanently, horizontally below the tip of the elbow (see drawing above);
- d) An indelible mark must be made on the shooting vest below the marker tape; and
- e) All illegal markers will be required to be properly positioned and subjected to re-check before the athlete is permitted to compete.

9.9.3.11 **Refused Target**

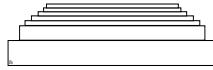
An athlete may refuse a target if:

- a) A target is not released within the proper time;
- b) In a "Double" the targets are not released simultaneously;
- c) The athlete is visibly disturbed; and
- d) The Referee agrees that a target was irregular because of a faulty trajectory.

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

9.9.3.12 **"NO TARGET"**

- a) A **"NO TARGET"** target is a target that is not thrown according to these Rules;
- b) The **"NO TARGET"** decision is always the Referee's responsibility;
- c) A target declared **"NO TARGET"** by the Referee must always be repeated whether hit or not; and
- d) The Referee should attempt to call **"NO TARGET"** before the athlete fires. However, if the Referee calls **"NO TARGET"** or immediately after the athlete has fired, the Referee's decision must stand and the target(s) must be repeated regardless of whether they were **"HIT"** or not.



9.9.3.12.1

A "NO TARGET" or " NO TARGETS" must be declared even if the athlete has fired when:

- a) A "broken" target emerges;
- b) A target of distinctly different external color from that of the others being used in the competition or Pre-Event Training is thrown;
- c) Two (2) targets are thrown in "singles";
- d) A target is thrown from the wrong trap house;
- e) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
- f) The Referee detects an initial violation of the time limit;
- g) The Referee detects an initial violation of the athlete's foot position in a round;
- h) The Referee is satisfied that the athlete was visibly disturbed by some external cause, after calling for the target(s);
- i) 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; or
- j) An athlete has an allowable malfunction of gun or cartridge.

9.9.3.12.2

A "NO TARGET" must be declared provided the athlete has NOT fired when:

- a) A target is thrown before the athlete's call;
- b) A target is thrown after a period exceeding three (3) seconds;
- c) A target's trajectory is irregular; or
- d) There is an allowable malfunction of gun or cartridge.

9.9.3.12.3

Additional "NO TARGET" Rules applying to doubles

Both targets must be declared "**NO TARGET**" and a repeat double thrown, to determine the result of both shots when:

- a) Either target is irregular (see note);
- b) A single target is thrown in Doubles;
- c) 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**");
- d) Fragments from the first target break the second target;
- e) The targets collide;
- f) The athlete suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot; or
- g) Both shots are fired simultaneously.

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.



9.9.3.12.4 Shooting Out of Turn

If an athlete inadvertently shoots out of turn, the result of the shot(s) must be recorded and the athlete given an official WARNING (Yellow Card). Any repetition in the same round must result in the target(s) shot at being declared "**LOST**" and the matter referred to the Jury. The athlete may be DISQUALIFIED (Red Card).

9.9.3.13 Lost Target

A target(s) must also be declared "**LOST**" when:

- 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 for which he has called;
- 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;
- i) The athlete's foot position is violated and the athlete has been warned once already (YELLOW CARD) in the same round;
- j) The time limit is violated and the athlete has been warned once already (YELLOW CARD) in the same round; or
- k) In singles, a shot is discharged involuntarily **after the athlete has called** for the target but before the target (s) appears.

9.9.3.13.1 Additional "LOST" target rule applying to Doubles

In addition the following must also apply in the case of Doubles:

- 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; or
- 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.

9.10

COMPETITION ADMINISTRATION

9.10.1

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.

9.10.2

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.

9.10.3

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.