

requirement does not apply in case of a failure of the paper or rubber band to advance or other target failures.

- a) If a protest is made concerning the value of a shot, the athlete will be requested to fire another shot at the end of the competition, so that this extra shot may be counted if the protest is upheld and the correct value of the disputed shot cannot be determined;
- b) If the RTS Jury determines that a protested shot scores within two (2) decimal rings of the value of an indicated shot, the protest must not be upheld;
- c) If the protest concerning a shot value, other than zero (0) or failure to register, is not upheld, a two (2) point penalty from the score of the disputed shot will be awarded and the protest fee must be paid;
- d) The team official or athlete has the right to know the resolution of the disputed shot; and
- e) Shots on 50m EST with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds; and
- f) Score protests regarding the value or number of shots are not permitted in Finals (Rule 6.17.1.7).

6.16.6 **Appeals**

If there is a disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal, except that decisions by a Finals Protest Jury (6.17.1.10 d) and decisions by the RTS Jury on the value or number of shots (6.16.5) are final and may not be appealed. Such appeals must be submitted in writing by the team leader or a representative not later than 30 minutes after the Jury decision has been announced. **The decision of the Jury of Appeal is final.**

- 6.16.7 **Copies of all decisions** regarding written protests and appeals must be forwarded by the Technical Delegate(s) to the ISSF Secretary General together with his Final Report for review by the appropriate Section and Technical Committees.

6.17 **FINALS IN OLYMPIC RIFLE AND PISTOL EVENTS**

- 6.17.1 **General Finals Competition Procedures.** These procedures apply to Finals in all 10m, 25m and 50m Rifle and Pistol Individual events.

Procedures applicable to specific events are shown as follows:

Rule 6.17.2 - 10m Air Rifle and 10m Air Pistol, Men and Women

Rule 6.17.3 - 50m Rifle 3-Positions Men and Women

Rule 6.17.4 - 25m Rapid-Fire Pistol Men

Rule 6.17.5 - 25m Pistol Women

Rule 6.18 – 10m Rifle and Pistol Mixed Team events

Separate procedures apply to Shotgun events, as shown in Section 6.19

- 6.17.1.1 **Qualification for Finals.** All athletes entered in an event will fire the Qualification course (Rule 3.3.5 and 3.3.6.5) to determine the finalists for that event. The eight (8) highest-ranking athletes in the Qualification advance to the Finals, except in 25m Rapid Fire Pistol Men, the six (6) highest-ranking athletes advance.

- 6.17.1.2 **Start Positions.** Start positions in Finals are assigned according to a random draw that is done automatically by the computer when the Finals Start List is produced. 10m and 50m firing points must be labelled R1-A-B-C-D-E-F-G-H-R2. Targets for 25m Pistol Women Finals must be labelled A-B-R1-D-E/F-G-R2-I-J. The reserve targets are designated R1 and R2.
- 6.17.1.3 **Reporting and Start Times.** The Start Time for a Final is when the CRO begins the commands for the first MATCH shot/series. Athletes must report to the Finals Range Preparation Area at least 30 minutes before the Start Time. A two (2) point/hit penalty will be deducted from the score of the first MATCH shot/series if the athlete does not report on time. Athletes must report with their equipment including sufficient ammunition to complete the Final, competition clothing and a national team uniform that is appropriate to wear 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 equipment checks during the reporting period as soon as possible after the athlete reports. During Finals security measures should be put in place to ensure the security of all equipment and athletes belongings left within the Preparation area.
- 6.17.1.4 **Late Arrival.** Any finalist who does not report to the preparation area within 10 min. after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS. If a finalist does not report, the first elimination will begin with the seventh place, or fifth place for a 25m Rapid Fire Pistol Men Finals.
- 6.17.1.5 **Scoring.** Qualification scores entitle an athlete to a place in a Final, but do not carry forward. Scoring in Finals starts from zero (0) in accordance with these rules. A deduction or penalty must be applied to the score of the MATCH shot/series where the violation occurred. No score below zero (0) will be recorded (e.g. 3-1 point deduction = 2, 0-1 point deduction = 0).
- 6.17.1.6 **Malfunctions, 10m and 50m Finals.** If a finalist has an ALLOWABLE malfunction (Rule 6.13.2) during a single shot, a maximum of one (1) min. will be given to repair the malfunction or replace the gun, after which the athlete will be directed to repeat the shot. If a finalist has an ALLOWABLE malfunction in a 5-shot series and the malfunction can be repaired or the gun replaced within one (1) min., any shots fired in that series will be counted and the athlete will be permitted to complete the series within the time remaining when the malfunction was claimed plus additional time equal to the time required to repair the malfunction, but not exceeding one (1) min. Finalists may have only one ALLOWABLE MALFUNCTION per Final.
- 6.17.1.7 **Score Protests.** Score protests regarding the value or number of shots are not permitted in Finals.
- 6.17.1.8 **EST Complaints During Finals**
- a) If a finalist complains that his target failed to register a shot during Sighting shots, the athlete must be directed to fire another shot at that target. If that shot registers, the Final will continue. If that shot does not register or if there is a complaint regarding the failure of a paper/rubber strip to advance, the CRO must command "STOP...UNLOAD" for all finalists and the athlete with the malfunctioning target must be moved to a reserve target. As soon as that athlete is in position on a spare target, the CRO will give all finalists two (2) minutes preparation time and then restart the Preparation and Sighting Time for the Final.

b) If there is a complaint concerning an unexpected zero (0) (missing shot) during a MATCH shot/series, the Jury (Jury Member-in-Charge, second Competition Jury Member and one RTS) must determine whether the missing shot actually was a miss (0) or if the target malfunctioned (the Jury may direct the CRO to stop firing so they can examine the target). Unless the Jury finds credible evidence that the shot missed the target, it shall direct the athlete to fire another competition shot (10m/50m), 25m Pistol Women series completion (one shot) or a 25m Rapid Fire Men series. If the extra competition shot registers, the value of that shot shall be counted in lieu of the unexpected zero (missing shot) and the Final shall continue. In a 25m Rapid Fire Men Final, the score of the repeat series shall count in lieu of the hit total of the original series.

c) If the shot fired on a target that had the unexplained miss does not register, the athlete must be moved to a reserve target (25m RFP to another target group). In 10m or 50m Finals, the athlete who was moved to a reserve target must be given two (2) minutes Preparation and Sighting Time. The athlete who is moved must, on command, be allowed to fire the missing competition shot, series completion or re-fire series (25m RFP) before competition firing continues for all athletes.

d) During any delay in competition firing, other finalists are permitted to do aiming exercises and dry fire. If the total delay to resolve the unexplained miss issue is longer than five (5) minutes, all athletes in 10m and 50m Finals must be given two (2) minutes Sighting time before competition firing resumes.

6.17.1.9 **Finals Range Equipment.** Finals Ranges must be equipped with electronic scoreboards that display ranked results for competition officials, athletes, coaches and spectators; a countdown clock visible to finalists and a speaker system. If a count-down clock is not visible to all finalists, all controlled times must be shown on monitors clearly visible to all finalists. Chairs must be provided for Jury Members on duty, Range Officers, coaches and eliminated athletes who withdraw from the firing line. A table or bench must be provided on which athletes can place their equipment before entering the Finals range or if they withdraw from the firing line.

6.17.1.10 **Finals Officials.** The conduct and supervision of Finals must be done by the following personnel:

a) CRO. An experienced Chief Range Officer with an ISSF A or B license must conduct Finals;

b) Competition Jury. The Competition Jury must supervise the conduct of Finals. The Jury Chairman must designate himself or one Jury Member as the Jury Member-in-Charge;

c) RTS Jury. One member of the RTS Jury must be present to oversee the Finals' results process;

d) Finals Protest Jury. One member of the Jury of Appeal, the Jury Member-in-Charge and one other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, shall act as the Finals Protest Jury and must decide protests if any are made during a Final; no appeals against Finals Protest Jury decisions are permitted;

e) Range Officer (RO). One or two experienced Range Officer(s) will assist the CRO by checking guns for safety, escorting finalists and their coaches to and from the FOP and handling any malfunction claims during the Final;

- f) Technical Officer(s). The Official Results Provider appoints the Technical Officer(s) to prepare and operate the ESTs and the graphic display of results and to consult with the Juries regarding any technical problems;
 - g) Announcer. An official designated by the ISSF or Organizing Committee must work with the CRO and be responsible for introducing finalists, announcing scores and providing information to spectators; and
 - h) Sound Technician. A qualified technical official must be available to operate the sound and music system during the Final.
- 6.17.1.11 **Finals Production and Music.** The conduct of Finals must use colour, lighting, music, announcements, commentary, staging and CRO commands in a complete production that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.
- 6.17.1.12 **Presentation of Finalists.** After the Sighting Period or Series, Rifle finalists may remain in position, but must lower their rifles from their shoulders and turn their heads towards spectators and the TV camera. All Pistol finalists must place their guns down and turn to face the audience. The Announcer will introduce finalists by giving the name, nation and brief information about each Finalist. The Announcer must also introduce the CRO and Jury Member-in-Charge.
- 6.17.1.13 **Protests in Finals**
- a) Any protests in a Final must be verbal and immediate. Protests are made by the athlete or his coach holding up his hand;
 - b) There is no protest fee for a protest in a Final.
 - c) Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.6 and 6.17.1.10.d.). A decision by the Finals Protest Jury is final and may not be appealed; and
 - d) If a protest in a Final is not upheld, a penalty of two points or two hits must be deducted from the score of the last shot or series.
- 6.17.1.14 **Finals Rules and Procedures.**
- a) ISSF General Technical Rules or the Technical Rules for each event apply in all cases not covered by Rule 6.17.
 - b) **Reporting and equipment set-up.** After reporting to the Preparation Area, finalists or their coaches must be allowed to place their guns and equipment on their firing points at least 20:00 min. before the Final start time (15:00 min. before for 25m Pistol Finals). Gun cases and equipment containers must not be left on the FOP. Aiming exercises are not permitted at this time. Athletes must then return to the Preparation Area, ready to be called to the firing line for their warm-up period and presentation. Coaches will take their allocated seats on the field of play.
 - c) **Call to the line.** An NTO will direct athletes to line up close to the Finals Range twelve (12) minutes before the published START time. When Rifle finalists are called from the Preparation Area to the firing line, they must walk to the line fully dressed with trousers and jackets closed. The CRO will announce **“ATHLETES TO THE LINE”**.

- d) **Safety flags.** After finalists are called to the line, they may handle their guns, get into firing positions and do holding or aiming exercises but they may not remove safety flags or dry fire until the “**PREPARATION AND SIGHTING TIME...START**” command or “**PREPARATION BEGINS NOW**” (25m Pistol) command.
- e) **Dry firing.** In Finals, dry firing is permitted only during a Preparation and Sighting Time, Changeover and Sighting Times or a Preparation Period, except that dry firing during 25m Rapid Fire Pistol Finals is permitted in accordance with 6.17.4. Dry firing, at any other time must be penalized with a one (1) point deduction in 10m and 50m Finals and a one (1) hit deduction in 25m Pistol Finals.
- f) **Early loading.** No finalist is permitted to load a rifle or pistol until the CRO gives the command “**LOAD**” or “**START**”. This means that for the Preparation and Sighting Time, where there is no “**LOAD**” command, “**START**” is also an authorization to load. Loading is defined as bringing a cartridge or pellet or magazine with cartridges into contact with the gun (see 6.2.3.4).
- g) **Holding and aiming exercises.** In Finals, holding and aiming exercises are permitted from the time finalists are called to the line (“**ATHLETES TO THE LINE**” command) until the “**STOP... UNLOAD**” command at the end of the Final is given, except that holding and aiming exercises may not be done during the presentations.
- h) **Firing before START or LOAD command.** If a finalist in a 10m, 25m or 50m Final loads and fires a shot before the “**PREPARATION AND SIGHTING TIME...START**” command or before the “**FOR THE SIGHTING SERIES... LOAD**” command, he must be disqualified.
- i) **Firing after STOP command.** If a finalist fires a shot after the “**PREPARATION AND SIGHTING TIME... STOP**” command or the “**CHANGE-OVER AND SIGHTING TIME...STOP**” command and before the “**START**” command for the next competition series, the shot must not be counted as a MATCH shot and a two (2) point penalty must be applied to the first MATCH shot.
- j) **25m Pistol – early firing.** If a finalist in a 25m Rapid Fire Pistol Men Final fires a shot before the green light for a series comes on, the entire series must be scored as zero (0) hits. If a finalist in a 25m Pistol Women Final fires a shot before the green light for a shot comes on, that shot will be scored as a miss and a one (1) hit penalty will be deducted from the score of the series.
- k) **Firing extra shot.** If a finalist fires an extra shot in a series or single shot time, the extra shot must be nullified and a two (2) point/hit penalty must be applied to the last correct shot/series.
- l) **Firing inadvertently.** If a finalist who is not involved in a shoot-off or malfunction completion/refire loads and fires a shot that shot must be nullified. There is no penalty for this inadvertent mistake.
- m) **Safety flags** - must remain inserted in finalists’ guns until the Preparation and Sighting Time starts. Safety flags must be inserted during the presentation and when an athlete is eliminated or the Final concludes. Athletes who are eliminated during a Final must place their guns down on the firing point, bench or equipment box (3-Position Finals) with actions open and muzzles pointed downrange, with safety flags inserted. A Range Officer must check all guns to make sure safety flags are inserted. Medal winners may pose with their guns immediately after the Finals, but no guns may be removed from the firing

points until safety flags are inserted and checked by a Range Officer. If an athlete inadvertently fails to insert a safety flag, a Range Officer is authorized to correct the fault and insert a safety flag.

n) **Coaching.** Non-verbal coaching is permitted during all Finals. Verbal coaching is permitted only during 3-Position Rifle Final changeover times.

o) **Incorrect commands.** If a Finals CRO in either an individual or mixed team Final gives an incorrect command, such as failing to start a relay correctly or calling **STOP** before all athletes have fired or completed firing, the following procedure must take place:

If a Finals CRO in either an individual or mixed team Final gives an incorrect command during a single series, **shots already fired must be counted.** The CRO must reset the time clock to the original time limit and give new commands to allow the athlete(s) who did not start or were unable to complete firing, to fire their remaining shots.

If a Finals CRO in either an individual or mixed team Final gives an incorrect command during a multi-shot individual or mixed team series, **shots already fired must be counted.**

The Jury-Member-in-Charge must determine how much time was remaining at the time **STOP** was commanded, add 60 seconds to that time and instruct the CRO to restart and complete the series so athletes who have shots remaining can fire.

If any athlete misunderstands this procedure and accidentally fires too many shots, any extra shots must be nullified and incur no penalties.

p) **Presentation of Medallists.** After the CRO declares “**RESULTS ARE FINAL,**” the Jury Member in Charge must assemble the three medallists on the FOP and the Announcer must recognize the medal winners by announcing:

“**THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”

“**THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”

“**AND THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”

q) **Malfunctions.** Only one (1) malfunction will be allowed for each athlete throughout the Final. Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Final to continue without unnecessary delay.

r) **Music.** During the Final, music must be played which should be approved by The Technical Delegate. Enthusiastic audience support is encouraged and recommended during all Final stages.

s) **Penalties.** Any penalties will be applied according to ISSF rules.

t) **Irregular cases.** ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. The Jury will decide irregular or disputed matters according to General Technical Rules for each event.

u) **National identification (dress code).** Athletes must wear shooting clothes consistent with the ISSF Dress Code, (Rule 6.22). Rifle athletes must display their national identification on their shooting jackets as follows: The national flag of the country, or the 3-letter identifier as determined by the IOC on the pocket that faces towards the audience or on the lower back of the jacket.

6.17.2 FINALS – 10m AIR RIFLE AND 10m AIR PISTOL, MEN AND WOMEN

NOTE: Timings in this rule are provided as guidelines. For detailed timings for the conduct of Finals, check the “Commands and Announcements for Finals” documents that are available from ISSF Headquarters.

a) FINALS FORMAT	The Final consists of two (2) series of five (5) MATCH shots each fired in a time of 250 sec. per series (5 + 5 shots). This is followed by fourteen (14) single MATCH shots each fired on command in a time of 50 sec.. Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two shots until the gold and silver medals are decided. There are a total of twenty-four (24) shots in the Final.
b) SCORING	Scoring in Finals is done with tenth-ring (decimal) scoring. Cumulative total scores in a Final determine final rankings, with ties broken according to shoot-off scores. Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH shot. Deductions for other penalties will be applied to the score of the shot where the violation occurred.
c) EQUIPMENT SET-UP TIME 20:00 min before	Finalists or their coaches must be allowed to place guns and equipment on their firing points not less than 20 min. before the Start Time.
d) WARM-UP PERIOD 13:00 min before	The CRO will call finalists to the firing line thirteen (13) minutes before the start time by commanding “ ATHLETES TO THE LINE. ” After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding “ FIVE (5) MINUTES PREPARATION AND SIGHTING TIME...START. ” During this time, finalists may fire unlimited sighting shots. At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “ 30 SECONDS. ” After five (5) minutes, the CRO will command “ STOP...UNLOAD. ” No score announcements are made during sighting shots.
e) PRESENTATION OF FINALISTS 5:30 min. before	After the command “ STOP...UNLOAD, ” Rifle finalists must unload their rifles and insert safety flags. Rifle finalists may remain in position during the presentations, but they must lower their rifles from their shoulders and are expected to turn their heads and faces towards spectators and the TV camera used to show the presentations. All finalists’ rifles must remain down, out of their shoulders, until the presentation of all finalists is finished. After the command “ STOP...UNLOAD, ” Pistol finalists must unload their pistols, insert safety flags, place them on the bench and turn to face spectators for the presentation. A Range Officer must verify that gun actions are open with safety flags inserted. After finalists’ guns are checked, the Announcer will introduce the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.
f) FINAL PREPARATION TIME	Immediately after the presentation, the CRO will command “ TAKE YOUR POSITIONS. ” The targets and scoreboard must be cleared for MATCH shots. After 60 sec., the CRO will begin commands for the first MATCH series.

<p>g) 1st COMPETITION STAGE 2 x 5 Shots Time limit: 250 sec. for each series Competition firing starts at 0:00 min.</p>	<p>The CRO will command “FOR THE FIRST COMPETITION SERIES... LOAD.” After 5 sec., the CRO will command “START.” Finalists have 250 sec. to fire five (5) shots. At 250 sec. or after all finalists have fired five (5) shots, the CRO will command “STOP.” Immediately after the command “STOP,” the Announcer will give 15-20 sec. of comments on the current ranking of the athletes and notable scores. Individual shot scores are not announced. Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SERIES, LOAD.” After 5 sec., the CRO will command “START.” At 250 sec. or after all finalists have fired five (5) shots, the CRO will command “STOP.” The Announcer will again comment on the athletes and their scores and explain that single shots will begin and that after each second shot, the lowest ranking finalist will be eliminated.</p>
<p>h) 2nd COMPETITION STAGE SINGLE SHOTS 14 x 1 Shot Time limit: 50 sec. for each shot</p>	<p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.” After 5 sec., the CRO will command “START.” Finalists have 50 sec. to fire each shot. At 50 sec., or when all athletes have fired a single shot the CRO will command “STOP” and the Announcer will give comments about the Finalists and their scores. Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.” After 5 sec., the CRO will command “START.” This sequence will continue until 24 total shots (two 5-shot series and 14 single shots), are fired. At the end of the 24th shot, the CRO will command “STOP...UNLOAD.” A Range Officer must verify that gun actions are open with safety flags inserted.</p>
<p>i) ELIMINATIONS</p>	<p>After all Finalists have fired twelve (12) shots, the lowest ranking athlete is eliminated (8th place). The lowest ranked finalists will continue to be eliminated as follows: After 14 shots – 7th place After 16 shots – 6th place After 18 shots – 5th place After 20 shots – 4th place After 22 shots – 3rd place (bronze medal winner is decided) After 24 shots – 2nd and 1st places (silver and gold medal winners are decided)</p>
<p>j) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire an additional tie-breaking single shot(s) until the tie is broken. For the tie-breaking shot, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking shot(s) with the normal firing procedure. The Announcer will make no comments until the tie is broken.</p>
<p>k) FINALS COMPLETION</p>	<p>After the two (2) remaining finalists fire their 24th shots, and if there are no ties or protest, the CRO will command “STOP...UNLOAD” and the declare “RESULTS ARE FINAL.” The Jury must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p>

6.17.3 FINALS – 50m RIFLE 3-POSITIONS MEN AND WOMEN

<p>a) FINALS FORMAT</p>	<p>The Final consists of 15 MATCH shots in each position, kneeling, prone and standing, fired in that order. The Final starts with 3 x 5 shots kneeling with a time limit of 200 sec. per series.</p> <p>After a seven (7) min. Changeover and Sighting Time, finalists fire 3 x 5 shots prone with a time limit of 150 sec. per series.</p> <p>After a nine (9) min. Changeover and Sighting Time, finalists fire 2 x 5 shots standing in 250 sec. per series.</p> <p>The two (2) lowest ranking finalists are eliminated after 10 (2 x 5) shots standing.</p> <p>The Final continues with five (5) single shots in standing, each in 50 sec., with the lowest ranking athlete being eliminated after each shot until two (2) athletes remain to fire the last shot and decide the gold medal winner.</p> <p>There are a total of 45 shots in the Final.</p>
<p>RANGE EQUIPMENT</p>	<p>Athletes will be provided with a box in which to place all equipment required to change between the three positions, including extra ammunition. These boxes must be placed at the rear of each firing point.</p> <p>Before returning to the firing line after changing their equipment, athletes must place all unused equipment in their box in order to keep the firing point clear. If an athlete inadvertently leaves equipment on the firing point and adopts the next position, a Range Officer may assist by discretely placing the equipment in the box before Match firing starts.</p> <p>Shooting mats will be provided for each athlete to use as desired, which must be placed at the back of each firing point when the athlete takes the Standing position. A Range Officer may assist by tidying or collecting the unused mats.</p>
<p>b) SCORING</p>	<p>Scoring is done with tenth-ring (decimal) scoring. Cumulative total scores in the Final determine final rankings, with ties broken according to shoot-off scores.</p> <p>Deductions for violations occurring before the first competition shot will be applied to the score of the first competition shot. Deductions for other penalties will be applied to the score of the shot where the violation occurred.</p>
<p>c) EQUIPMENT SET-UP TIME 20:00 min before</p>	<p>Athletes or athletes' coaches must be allowed to place rifles and equipment on the firing points not less than 20 min. before the Start Time. All rifle accessories and equipment needed to complete position changes must be kept in a single container that remains on the athlete's firing point during the Final.</p>
<p>d) PREPARATION AND SIGHTING KNEELING POSITION 13:00 min. before</p>	<p>The CRO will call finalists to the firing line thirteen (13) minutes before the Start Time by commanding "ATHLETES TO THE LINE." After being called to the line, finalists may handle their rifles, get into the kneeling position and do holding or aiming exercises, but they may not remove safety flags or dry fire. After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding "FIVE MINUTES PREPARATION AND SIGHTING TIME...START." After this command, finalists may remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command "30 SECONDS."</p> <p>After five (5) min., the CRO will command "STOP... UNLOAD."</p> <p>No score announcements are made during sighting shots. After the command "STOP...UNLOAD," finalists must unload their rifles and insert safety flags for the presentation of the finalists. A Range Officer must verify that rifle actions are open with safety flags inserted. Athletes may remain in position during 3-Position Final presentations, but they must lower their rifles from their shoulders and turn their heads and faces towards spectators and the TV camera used to show the presentations.</p>

<p>e) PRESENTATION OF FINALISTS 5:30 min. before</p>	<p>After finalists' rifles are checked, the Announcer will present the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12. All finalists' rifles must remain down, out of their shoulders, until the presentation of all Finalists is complete, also the introduction of the CRO and Jury Member in Charge.</p>
<p>f) KNEELING POSITION MATCH FIRING 3 x 5-shot series Time limit: 200 sec. for each series Competition firing starts at 0:00 min.</p>	<p>Immediately after the presentation, the CRO will command "TAKE YOUR POSITIONS," pause 60 seconds and then command "FOR THE FIRST COMPETITION SERIES... LOAD." After five (5) sec., the CRO will command "START."</p> <p>Finalists have 200 sec. to fire each five (5) shot MATCH series in kneeling. At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP."</p> <p>Immediately after the command "STOP," the Announcer will give 15-20 sec. of comments on the current ranking of the athletes and notable scores. Individual shot scores are not announced.</p> <p>Immediately after the Announcer finishes, the CRO will command "FOR THE NEXT COMPETITION SERIES, LOAD."</p> <p>After five (5) sec., the CRO will command "START."</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP."</p> <p>Immediately after the command "STOP," the Announcer will give 15-20 sec of additional comments on the rankings.</p> <p>Immediately after the Announcer finishes, the CRO will command "FOR THE NEXT COMPETITION SERIES, LOAD."</p> <p>After five (5) sec., the CRO will command "START."</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP...UNLOAD." A Range Officer must verify that rifle actions are open with safety flags inserted.</p> <p>Athletes who have completed the third series must remain in the kneeling position but may remove the rifle from the shoulder and not begin to dismantle or adjust their rifles until the changeover command is given.</p>
<p>g) CHANGEOVER AND SIGHTING PRONE POSITION 7:00 Minutes</p>	<p>Immediately after the command "STOP...UNLOAD," the CRO must start a combined Changeover and Sighting Time by commanding "SEVEN MINUTES CHANGEOVER AND SIGHTING TIME...START." After this command, finalists may handle their rifles to prepare them for the prone position, get into the prone position, remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling position.</p> <p>At 30 sec. before the end of the Changeover and Sighting Time, the CRO will command "30 SECONDS."</p> <p>After seven (7) minutes, the CRO will command "STOP." This will be followed by a 30 sec. pause when the Technical Officer clears the targets for MATCH firing.</p>

<p>h) PRONE POSITION MATCH FIRING 3 x 5-shot series Time limit: 150 sec. for each series</p>	<p>After 30 sec., the CRO will command “FOR THE NEXT COMPETITION SERIES...LOAD.” After five (5) sec, the CRO will command “START.” Finalists have 150 sec. to fire each 5-shot MATCH series in prone. The same command procedure and sequence of announcements will continue until finalists complete 3 x 5 shots in the prone position. After the third series, the CRO will command “STOP...UNLOAD.” A Range Officer must verify that rifle actions are open with safety flags inserted.</p> <p>Athletes who have completed the third series must remain in the Prone position but may remove the rifle from the shoulder and not begin to dismantle or adjust their rifles until the changeover command is given.</p>
<p>i) CHANGEOVER AND SIGHTING STANDING POSITION 9:00 Minutes</p>	<p>Immediately after the command “STOP...UNLOAD,” the CRO must start a combined Changeover and Sighting Time by commanding “NINE MINUTES CHANGEOVER AND SIGHTING TIME...START.” After this command, finalists may handle their rifles to prepare them for the standing position, get into the standing position, remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling and prone positions. At 30 sec. before the end of the Changeover and Sighting time, the CRO will command “30 SECONDS.”</p> <p>After nine (9) minutes, the CRO will command “STOP.” This will be followed by a 30 sec. pause when the Technical Officer clears the targets for MATCH firing.</p>
<p>j) STANDING POSITION MATCH FIRING 2 x 5-shot series 5 x 1 shots Time limit: 250 sec. for each 5-shot series, 50 sec. for each single shot</p>	<p>After 30 sec. the CRO will command “FOR THE NEXT COMPETITION SERIES...LOAD.” After five (5) sec, the CRO will command “START.” Finalists have 250 sec. to fire each 5-shot MATCH series in standing. The same command procedure and sequence of announcements will continue until the finalists have completed two (2) 5-shot series in the standing position.</p> <p>After the CRO commands “STOP” for the second series, the 8th and 7th place finalists are eliminated. The Announcer will recognize the athletes who are eliminated and comment on the results.</p> <p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.”</p> <p>After five (5) sec., the CRO will command “START.” Finalists have 50 sec. to fire each single shot. Shot time countdown information must continue to be available to the athletes.</p> <p>At 50 sec. or after all finalists fire one (1) shot, the CRO will command “STOP.” The Announcer will recognize the athlete who is eliminated and comment on the results.</p> <p>The CRO and Announcer will continue this command and announcement sequence until the last shot decides the gold and silver medal winners.</p>
<p>k) ELIMINATIONS</p>	<p>The two (2) lowest-ranking finalists are eliminated after the second standing series (40 shots total, 8th and 7th places). One (1) additional lowest-ranking athlete is eliminated after each of the five single shots that follow.</p> <p>After 41 shots – 6th place After 42 shots – 5th place After 43 shots – 4th place After 44 shots – 3rd place (bronze medal winner is decided) After 45 shots – 2nd and 1st places (silver and gold medal winners are decided).</p>

l) TIE-BREAKING	If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire an additional tie-breaking shot(s) until the tie is broken. For tie-breaking shots, the CRO will immediately announce the family names of the tied athletes and their firing points and command them to fire their tie-breaking shots with the normal firing procedure. The Announcer will make no comments until the tie is broken. If the athletes in 7th and 8th place are tied, the tie will be broken according to the highest score in the last 5-shot series and then counting back to the next-to-last 5-shot series, etc.
m) FINALS COMPLETION	After the two (2) remaining finalists fire the last shot, and if there are no ties or protest, the CRO will command "STOP...UNLOAD" and the declare "RESULTS ARE FINAL." The Jury member in charge must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.
n) CHANGEOVER	Athletes may not begin their changeover to the next position until the CRO gives the command "START" for the Changeover and Sighting Time. A warning will be given for the first violation. A two-point penalty applied on the first shot of the next series will be given for a second violation.
o) COACHING	Coaches may assist finalists by bringing equipment to the firing line before the Final or removing equipment after the Final. Coaches may not assist athletes during the changeovers. Non-verbal coaching is permitted; verbal coaching is only permitted during the changeover times, if the athlete steps back to the coach (the coach may not go to the athlete).

6.17.4 FINALS – 25m RAPID FIRE PISTOL MEN

a) FINALS FORMAT	The 25m Rapid Fire Pistol Men Final consists of eight (8) 5-shot 4-second series with hit or miss scoring and the elimination of the lowest scoring finalists, beginning after the fourth series and continuing until the eighth series when the gold and silver medals are decided.
b) TARGETS	Three (3) groups of five (5) 25m ESTs must be used. Two finalists are assigned to each group. The 1.50 m x 1.50 m shooting station (firing point) for each group is used. They must take their positions on the left and right sides of the shooting station so that at least one (1) foot touches the line that marks the left or right side of the shooting station as defined by Rule 6.4.11.7.
c) SCORING DEDUCTIONS	Scoring in the Final is hit or miss; each hit counts one (1) point; each miss counts zero (0) points. Any shot scoring 9.7 or higher on the 25m Rapid Fire Pistol target counts as a hit. Cumulative total scores (total number of hits) in the Final determine final rankings, with ties broken according to shoot-off scores. Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH series. Deductions for other penalties will be applied to the score of the series where the violation occurred.
d) REPORTING TIME 30:00 and 20:00 min before	Athletes must report 30 min. before the Start Time with their equipment and competition clothing. The Jury must complete equipment checks as soon as possible after the athlete reports. Athletes or their coaches must be allowed to place their equipment, including sufficient ammunition to complete the Final, on their firing points not less than 20 min. before the Start Time. Athlete equipment may include a reserve pistol that can be used to replace a malfunctioning pistol (safety flag must be inserted).

<p>e) CALL TO LINE, PRE- PARATION PERIOD AND SIGHTING SHOTS 10:00 min. before</p>	<p>The CRO will call the “ATHLETES TO THE LINE” ten (10) min. before the Start Time. After one (1) min., the CRO will begin the two (2) min. preparation period by commanding “PREPARATION BEGINS NOW.” After two (2) min., the CRO will command “END OF PREPARATION.” The Sighting Series consists of five (5) shots in four (4) seconds. Immediately after the preparation period, the CRO will command “FOR THE SIGHTING SERIES, LOAD.” 30 sec. after the command “LOAD,” the CRO will call the name of the first (left) athletes in each group by stating “(FAMILY NAME OF ATHLETE #1, FAMILY NAME OF ATHLETE #3, FAMILY NAME OF ATHLETE #5).” After the athletes’ names are announced, they are allowed to place magazines in their pistols and prepare to fire. 15 sec. after calling the names of finalists 1, 3 and 5, the CRO will command “ATTENTION” and turn the red lights on. These athletes must bring their pistols to the READY position (see 8.7.2). The green lights will come on after seven (7) sec. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. (while targets are prepared for the next series). During this 10-14 sec. period, athletes may view their monitors. After the Technical Officer signals that the targets are ready, the CRO will announce “(FAMILY NAME OF ATHLETE #2, FAMILY NAME OF ATHLETE #4, FAMILY NAME OF ATHLETE #6).” After the athletes’ names are announced, they may put magazines in their pistols and prepare to fire. Fifteen (15) sec. later, the command “ATTENTION” will be given and the timing procedure for that series will proceed. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. During this 10-14 sec. period, athletes may view their monitors. No score announcements will be made for the sighting series. After all finalists complete their sighting series, they must place their unloaded pistols with safety flags inserted on the bench and turn to face the spectators for the presentation. A Range Officer must verify that pistol actions are open and there are no cartridges in the chambers or magazines.</p>
<p>f) PRESENTATION OF FINALISTS 4:45 min. before</p>	<p>After finalists’ pistols are checked, the Announcer will introduce the athletes, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.</p>

<p>g) DETAILED PROCEDURE FOR COMMANDS AND FIRING Competition firing starts at 0:00 min.</p>	<p>Each Final MATCH series consists of five (5) shots in four (4) seconds. For each series, all finalists remaining in the competition will shoot separately and in succession. The order of firing for all series is from left to right. Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.”</p> <p>15 sec. after the presentation, the CRO will command “LOAD.” After the command “LOAD,” athletes have one (1) min. to load two (2) magazines (Rule 8.7.6.2 d does not apply in a Final). Only one (1) “LOAD” command is given before the start of the first MATCH series. During the entire Final, athletes may continue to load magazines as required.</p> <p>After the command “LOAD,” athletes may do aiming exercises, arm lifts or dry firing, except when the other athlete in the 5-target group is firing. During this time the athlete on the right in the 5-target group may take his pistol in his hand to prepare, but he may not do aiming exercises, arm lifts or dry firing. After the athlete on the left has fired, he must place his pistol down and step to the rear of the shooting station or not move while the athlete on the right fires his series.</p> <p>One (1) min. after the command “LOAD,” the CRO will call the name of the first athlete by stating “(FAMILY NAME OF ATHLETE #1).” After the athlete's name is announced, he may put the magazine in his pistol and prepare to fire.</p> <p>15 sec. after calling the name of the first athlete, the CRO will command “ATTENTION” and turn the red lights on. The first athlete must bring his pistol to the READY position. The green lights will come on after a delay of seven (7) sec. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. (recycling time of the targets).</p> <p>During this 10-14 sec. period, the CRO will report the score for that series (e.g. “FOUR HITS”).</p> <p>Immediately after the first athlete's score is announced and the Technical Officer signals that the targets are ready, the CRO will announce “(FAMILY NAME OF ATHLETE #2).” 15 sec. later, the command “ATTENTION” will be given and the timing procedure for that series will proceed. After that series, the CRO will report the score. The other athletes will continue to fire in order until all athletes remaining in the competition have fired that series. There will be a 15-20 sec. pause after all athletes complete one (1) series. During this pause, the Announcer will comment on the current ranking of the athletes, the best scores, athletes who were eliminated, etc.</p> <p>For the second series, the CRO will announce “(FAMILY NAME OF ATHLETE #1)” and continue this procedure until all finalists have fired four (4) series.</p>
<p>h) ELIMINATIONS</p>	<p>After all finalists fire the fourth series, the lowest-ranking athlete is eliminated (6th place). One (1) additional athlete is eliminated after each series that follows.</p> <p>After 5 series – 5th place After 6 series – 4th place After 7 series – 3rd place (bronze medal winner is decided) After 8 series – 2nd and 1st places (silver and gold medal winners are decided.)</p>
<p>i) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking four (4) sec. series until the tie is broken. For all tie-breaking series, the athlete on the left starts.</p> <p>For the tie-breaking series, the CRO will immediately call the name of the first tied athlete by stating “(FAMILY NAME OF ATHLETE #1)” and the normal firing procedure applies. The Announcer will make no comments until the tie is broken.</p>

j) FINALS COMPLETION	<p>After the two (2) remaining finalists fire the eighth series, and if there are no ties or protest, the CRO will command “STOP...UNLOAD” and the declare “RESULTS ARE FINAL.”</p> <p>The Jury must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p> <p>Before any finalist or his coach may remove a pistol from the firing line, the Range Officer must check the pistol to be sure its action is open with a safety flag inserted, magazine removed and magazines unloaded. Pistols must be boxed before they are taken from the firing line.</p>
k) LATE SHOTS	<p>If an athlete fires a late shot or does not shoot at all five (5) targets in time, a deduction of one (1) hit for each overtime or unfired shot will be taken from the score for that series. The shot(s) will be marked with “OT.”</p>
l) READY POSITION (8.7.2, 8.7.3)	<p>If the Jury determines that an athlete raises his arm too soon, or does not lower it sufficiently, the athlete must be penalized by a deduction of two (2) hits in that series (Green Card). In a Final, no warning will be given. In case of repetition, the athlete must be disqualified (red card). To decide a READY position violation, at least two Competition Jury Members must give a sign (e. g. raising a flag) showing that an athlete raised his arm too quickly before a penalty or disqualification is imposed.</p>
m) MALFUNCTIONS (8.9)	<p>Malfunctions during the sighting series may not be claimed or refired. Only one malfunction (ALLOWABLE or NON-ALLOWABLE) may be claimed during the MATCH series. If a malfunction occurs during a MATCH series, a Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE. If the malfunction is ALLOWABLE, the athlete must repeat the series immediately, while the other finalists standby, and will receive the score of the repeat series. The athlete has 15 seconds to be ready for the repeat series. For any further malfunction, no repeat series is permitted and the hits that are displayed will be counted.</p> <p>If the malfunction is NON-ALLOWABLE, a penalty of two (2) hits must be deducted from the score for that series.</p>

6.17.5 FINALS – 25m PISTOL WOMEN

a) FINALS FORMAT	<p>The 25m Pistol Women Final consists of ten (10) 5-shot rapid-fire series with hit or miss scoring and the eliminations of the lowest scoring finalists, beginning after the fourth series and continuing until the tenth series when the gold and silver medals are decided.</p>
b) TARGETS	<p>Two (2) groups of five (5) 25m ESTs must be used. The targets are labelled A-B-R1-D-E-F-G-R2-I-J. In the Final, eight (8) finalists are assigned to positions A-B-D-E-F-G-I-J according to a random draw.</p>
c) SCORING DEDUCTIONS	<p>The Final starts from zero (0). Scoring is hit or miss; each shot within the hit zone is scored as one hit. Any shot scoring 10.2 or higher on the 25m Rapid Fire Pistol target counts as a hit.</p> <p>During the Final, results are cumulative with each athlete's final ranking determined by the total number of hits. If two or more athletes are tied for a place to be decided, they will fire additional series until the tie is broken.</p> <p>Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH series. Deductions for other penalties will be applied to the score of the series where the violation occurred.</p>

d) REPORTING TIME 30:00 and 20:00 min. before	Athletes must report at least 30 min. before the Start Time with their equipment and competition clothing. The Jury must complete equipment checks as soon as possible after each athlete reports. Athletes or their coaches must be allowed to place their equipment, including sufficient ammunition to complete the Final, on their firing points not less than 20 min. before the Start Time. Athlete equipment may include a reserve pistol that can be used to replace a malfunctioning pistol (safety flag must be inserted).
e) CALL TO LINE, PREPARATION PERIOD AND SIGHTING SHOTS 12:00 min. before	<p>The CRO will call "ATHLETES TO THE LINE" twelve (12) min. before Start Time. After one (1) minute, the CRO will start the two (2) min. preparation period with the command "PREPARATION BEGINS NOW."</p> <p>After two (2) min., the CRO will command "END OF PREPARATION."</p> <p>The sighting series consists of five (5) shots fired in the standard Rapid Fire sequence (Rule 8.7.6.4). Immediately after the preparation period, the CRO will command "FOR THE SIGHTING SERIES, LOAD." After this command athletes may place loaded magazines in their pistols and prepare to fire. 60 seconds after the command "LOAD," the CRO will command "ATTENTION" and turn the red lights on. Athletes must bring their pistols to the READY position (Rule 8.7.2). After seven (7) sec. the first three (3) sec. green lights will come on. After the series, the CRO will command "STOP...UNLOAD."</p> <p>No score announcements are made after the sighting series. After the commands "STOP...UNLOAD," Finalists must unload their guns, insert safety flags, lay them down or place them on the bench and turn to face spectators for the presentation. A Range Officer must verify that pistol actions are open with safety flags inserted.</p>
f) PRESENTATION OF FINALISTS 6:15 min. before	After Finalists' guns are checked, the Announcer will present the athletes, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.
g) DETAILED PROCE- DURE FOR COMMANDS AND FIRING Competition firing starts at 0:00 min.	<p>Immediately after the presentation, the CRO will command "TAKE YOUR POSITIONS."</p> <p>15 sec. later, the first MATCH series will start and the CRO will command "LOAD." Finalists have one (1) min. to load two (2) magazines (Rule 8.7.6.2 d. does not apply for the Final).</p> <p>Only one (1) "LOAD" command is given before the start of the first MATCH series. During the entire Final, athletes may continue to load magazines as required.</p> <p>One (1) min. after the command "LOAD," the CRO will command "FIRST SERIES...READY." After this command, athletes are allowed to place magazines in their pistols and prepare to fire.</p> <p>15 sec. after the command "READY," the CRO will command "ATTENTION" and turn the red lights on. Athletes must bring their pistols to the READY position (Rule 8.7.2). After seven (7) sec., the green lights will come on for the first three (3) sec. rapid-fire series. After the series is completed, the CRO will command "STOP."</p> <p>After the command "STOP," the Announcer will give comments about the finalists' rankings and scores.</p> <p>15 sec. after the Announcer finishes, the CRO will command "NEXT SERIES...READY." After 15 sec., the CRO will command "ATTENTION."</p> <p>This sequence will continue until all finalists fire four (4) series. After the fourth series, and if there are no ties involving eighth place, the CRO will command "STOP."</p>

h) ELIMINATIONS	<p>After all finalists fire the fourth series, the lowest-ranking athlete is eliminated (8th place). One (1) additional athlete is eliminated after each subsequent series:</p> <p>After 5 series – 7th place After 6 series – 6th place After 7 series – 5th place After 8 series – 4th place After 9 series – 3rd place (bronze medal winner) After 10 series - 2nd and 1st places (silver and gold medal winners) are decided</p>
i) TIE-BREAKING	<p>If two (2) or more athletes have the same score (total hits) for a place to be eliminated, tied athletes must fire additional tie-breaking 5-shot rapid fire series until the tie is broken.</p> <p>If there is a tie, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking series with the normal firing procedure. The Announcer will make no comments until the tie is broken.</p>
j) FINALS COMPLETION	<p>After the tenth series, and if there are no ties involving 1st and 2nd places, the CRO will command “STOP...UNLOAD” and “RESULTS ARE FINAL.”</p> <p>The Jury must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p>
k) READY POSITION (8.7.2)	<p>If the Competition Jury determines that an athlete raises her arm too soon, or does not lower it sufficiently, the athlete must be penalized by a deduction of two (2) hits in that series (Green Card). In a Final, no warning will be given. In case of a second violation in a Final, the athlete must be Disqualified (Red Card). To decide a READY position violation, at least two Competition Jury Members must give a sign (e. g. raising a flag or card) showing that an athlete raised her arm too quickly before a penalty or disqualification is imposed.</p>
l) MALFUNCTIONS (8.9.1)	<p>Malfunctions during the Sighting series may not be claimed or completed. Only one malfunction (ALLOWABLE or NON-ALLOWABLE) may be claimed during a Final. If a malfunction occurs during a MATCH series, a Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE. If the malfunction is ALLOWABLE, the athlete must complete the series immediately while the other finalists stand by. The athlete has 15 sec. to be ready for the series completion. For any further malfunctions, no series completion is permitted and the hits that are displayed will be counted.</p>

6.17.6 Victory Ceremonies

A Victory Ceremony to honour gold, silver and bronze medal winners must be conducted as soon as possible after each Final in accordance with Rule 3.9.6. ISSF standards for the conduct of Award Ceremonies are provided in the document ***Guidelines for Accreditation, Finals Ranges and Award Ceremonies*** that is available from ISSF Headquarters.

6.18 RIFLE AND PISTOL MIXED TEAM EVENTS

6.18.1 10m Air Rifle and 10m Air Pistol events

6.18.1.1 This Rule provides special technical rules for the 10m Air Rifle and Air Pistol Mixed Team events.

6.18.1.2 Mixed Team Composition

Two (2) Athletes from the same nation (1 male and 1 female).

6.18.1.3 National identification / Dress code

a) The athletes from each nation must display their National identification on their shooting clothing as follows:

b) **Rifle:** The name of the country denoted by 3 letters as determined by the IOC on their jacket pocket on the side which is turned to the audience. If the NOC is already on the shooting jacket, a National Flag should be placed or attached to the pocket facing the audience.

c) **Pistol:** The name of the country denoted by 3 letters as determined by the IOC should be placed on the sleeve of the T-shirt/sports jacket on the side which is turned to the audience.

6.18.1.4 Mixed Team Entries

a) Nations may enter a maximum of two teams in one Championship as per ISSF entry rules. Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the second day before the day of the Mixed Team competition. Any team that fails to confirm the registration of team members by this deadline, the team members will be entered by random from those eligible and subsequently cannot be changed.

b) The entry fee for each team is EUR 170.00 (Rule 8.4.2 Gen. Regs.).

6.18.1.5 Competition Format

10m Mixed Team events will be conducted in two stages:

a) QUALIFICATION

b) FINAL (Consisting of Stage 1, when the Bronze Medal is decided and Stage 2, when the Gold/Silver Medal is decided)

6.18.1.6 Mixed Team Scores

Scores and rankings are based on the total scores of the two team members.

6.18.1.7 Coaching

a) During Qualification, non-verbal coaching is allowed,

b) During the Final, each team is allowed one (1) Coach who must be seated where he/she can have access to and can communicate with their athletes. The Coach may request a "Timeout" by raising a hand immediately after the completion of a round whilst the announcements are being made. This may be requested once only during the Final. The Coach may approach and speak to his/her athlete(s) on the firing line, for a maximum time of one (1) minute, commencing when the Coach reaches the athletes.

c) The time will be controlled by the Jury member in Charge, who must announce "Time" when the one minute has expired, and the Coach must immediately return to his/her seat. If a "Timeout" is requested by one team, the Coach of the other team may also approach and speak to his/her athlete(s) at

the same time. This does not affect the opportunity of the other team to request their own Timeout.

6.18.1.8 Firearm Malfunctions

- a) Malfunctions in Qualification will be governed according to Rule 6.13.
- b) Malfunctions in the Final Medal Matches will be governed according to Rule 6.17.1.6. (Only one (1) allowable malfunction is permitted for each team during the Medal Match).

6.18.1.9 EST Complaints and Score Protests

- a) EST complaints during the Qualification will be decided according to Rule 6.16.5.2.
- b) See Rule 6.17.1.8 for EST complaints during Finals.

6.18.1.10 Protests

- a) Protests during the Qualification will be decided according to Rule 6.16.
- b) Protests made during Finals will be decided by the Finals Protest Jury according to Rules 6.17.1.10.d and 6.17.1.13.

6.18.1.11 Medal Ceremonies

Medal Ceremonies for Mixed Team events will be conducted according to Rule 6.17.6.

6.18.2 QUALIFICATION

6.18.2.1 Location

Mixed Team Qualifications will be fired on the Qualification Range in one or more relays.

6.18.2.2 Allocation of firing points

- a) The firing points of the teams will be allocated by a random computer draw according to Rule 6.6.6.
- b) Teams from the same nation must not be positioned next to each other.
- c) Members of each team shoot next to each other with the female athlete on the left.

6.18.2.3 Call to Line

- a) For each Qualification relay, the Chief Range Officer will call the athletes to the line twenty (20) minutes before the scheduled start time.
- b) Athletes will be allowed ten (10) minutes to set up their equipment on their allocated firing points.
- c) Athletes may not unbox their rifle/pistol nor place any equipment on their firing points until the CRO calls them to the line.
- d) After athletes are called to the line, they are permitted to handle their rifle/pistol, remove safety flags, dry-fire and carry out holding and aiming exercises before the start of the Preparation and Sighting Time.
- e) In the Final, athletes may not remove the safety flags or dry fire until the Preparation and Sighting Time starts.

6.18.2.4 Preparation and Sighting Time

Athletes must be allowed ten (10) minutes Preparation and Sighting Time with unlimited sighting shots before the start of the match.

- a) The Preparation and Sighting Time must be timed to end approximately thirty (30) seconds before the official starting time of the match.
- b) Pre-competition checks by the Range Officers must be completed during the ten (10) minutes before the Preparation and Sighting Time starts;
- c) The Preparation and Sighting Time begins with the command **“PREPARATION AND SIGHTING TIME...START”**. No shot may be fired before the command **“START”**;
- d) If an athlete fires a shot before the **“START”** command for Preparation and Sighting time, the first competition shot must be scored as a miss, (0). If safety is involved the athlete may be disqualified
- e) After nine minutes and thirty seconds of the Preparation and Sighting Time have elapsed, the CRO must announce **“30 SECONDS”**;
- f) At the end of the Preparation and Sighting Time, the Chief Range Officer must command, **“END OF PREPARATION AND SIGHTING...STOP”**. There must be a brief pause of approximately thirty (30) seconds when the Target Officer will reset the targets for match firing, and;
- g) If an athlete fires a shot after the command, **“END OF PREPARATION AND SIGHTING...STOP”** and before the **“MATCH FIRING...START”** command, the shot must not be counted as a match shot. The same procedure as in d) will apply.

6.18.2.5 Number of Match Shots and Time Limit

- a) In Qualification, each team member will fire thirty (30) match shots (60 total shots per team), with a time limit of thirty (30) minutes. Each athlete fires independently of their partner.

6.18.2.6 Scoring

In the Qualification rounds, decimal ring scoring (Rule 6.3.3.1) will be used for the 10m Rifle Mixed Team event. Full ring scoring will be used for the 10m Pistol Mixed Team event.

6.18.2.7 Team Ranking

- a) The scores of each team member will be added together and the team results will be ranked.
- b) Ties will be broken by applying Rule 6.15.5 (total of the two team member scores).
- c) The four (4) top-ranked teams will proceed to the Finals.
- d) Teams ranked 3rd and 4th will compete against each other in the Final Part 1.
- e) Teams ranked 1st and 2nd will compete against each other in the Final Part 2.

6.18.3 **FINAL**

The Final consists of Stage 1 to decide the Bronze Medal followed by Final Stage 2, to decide the Gold/Silver Medals. The procedure for conducting both Final Parts will be the same, with appropriate wording used by the CRO in each case.

6.18.3.1 **Location**

10m Rifle and Pistol Mixed Team Finals must, if possible, be fired on a Finals Range. Results monitors visible to both members of each team must be available on the FOP.

6.18.3.2 **Procedure**

- a) New Bib numbers will be allocated to be worn during the Final. They will be issued at Reporting Time.
- b) Athletes in Final Stage 1, or their Coaches, must be allowed to place their equipment on their designated firing-points at least fifteen (15) minutes before the scheduled Start time. They must then leave the range and wait to be called to the line.
- c) No bags or transport-boxes may be left on the Field of Play.

6.18.3.3 **Finals Officials**

The conduct and supervision of Mixed Team Finals will be in accordance with Rule 6.17.1.10.

6.18.3.4 **Reporting and Start Times**

- a) The Start Time for the Final is when the CRO begins the commands for the first competition shot for Final Stage 1.
- b) All eight athletes who qualify for the Final must report to the Finals Range Preparation Area, with all necessary equipment, at least thirty (30) minutes before the Start Time of Final Stage 1. A two-point (2) penalty will be deducted from the score of the first competition series if one or two team members do not report on time. Each team may be accompanied by one Coach.
- c) If an athlete or Team reports later than twenty (20) minutes before the Start Time, the Team will not be allowed to start and will be ranked 4th if in Final Stage 1, or 2nd if in Final Stage 2.
- d) Juries must complete equipment checks during the reporting period and as soon as possible after each athlete reports.
- e) Athletes in Final Stage 1, or their Coaches, must be allowed to place their equipment on their designated firing-points at least fifteen (15) minutes before the scheduled Start time. They must then leave the range to wait to be called to the line.
- f) Teams for both Parts of Final must be assembled in firing point order, for the call to the line, ten (10) minutes before the Start Time of Stage 1.
- g) If the Victory Ceremony is scheduled after the Final, all athletes must report with a national team uniform appropriate for a Victory Ceremony.

6.18.3.5 **Allocation of firing points**

- a) For the Final Stage 1, the team ranked third after Qualification should take positions on firing points B and C, with the team ranked fourth on firing points F and G.

b) For the Final Stage 2, the team ranked first after Qualification should take positions on firing points B and C, with the team ranked second on firing points F and G.

c) Team members may change positions for the Medal Matches. If a change is desired, the team Coach must inform the RTS Jury which team member will shoot on the left and which team member will shoot on the right, before the end of Protest time when Preliminary Qualification scores are posted.

6.18.3.6 Scoring

a) All shots in the Finals, (both Rifle and Pistol) will be scored with decimal scoring.

b) The team with the highest combined score in each round, compared against the other team in the Final, wins two (2) points.

c) In case of equal scores each team receives one (1) point.

d) The first team to reach sixteen (16) points or more will win the relevant Final Part.

e) In case of a tie where both teams have scored at least sixteen (16) points, the Final will continue with one (1) additional shot fired by both members of each team to decide the tie.

f) If the scores are still tied the teams will continue to shoot additional shots on command until the tie is broken.

6.18.3.7 EST Complaints during Finals

a) During the Sighting time, if a team member or coach complains, or a Range Official observes that a paper strip is failing to advance, the CRO must command athletes to stop shooting and direct the Technical Officer to fix the problem. The sighting time must then be re-started.

b) If a team member complains that his target fails to register or that there is an unexpected zero or unexplained miss, the following steps must be taken:

c) The Jury Member in Charge must direct the athlete whose target malfunctioned to fire another shot. If the additional shot registers, the value of the additional shot will be counted and the missing shot will be ignored. If the additional shot does not register, the Jury must stop the competition and move the athlete to a reserve target.

d) If an athlete is moved to a reserve target, when ready to resume, all athletes will be given two (2) minutes of unlimited sighting shots. The athlete who was moved will then fire his/her match shot in fifty (50) seconds and the competition will continue.

6.18.3.8 Call to Line

Teams for both Final Parts will enter the FOP one at a time. As each Team enters the FOP the Announcer will introduce them to the spectators. Athletes must stand in front of their designated firing points, facing the audience, and remain in that position until all have been presented, including the Jury Member in Charge, and the Chief Range Officer.

Teams for the Final Stage 2 will return to the Preparation area.

6.18.3.9 Preparation and Sighting Time

After one (1) minute, the CRO will command:

“FIVE MINUTES PREPARATION AND SIGHTING TIME...START”. After four (4) minutes and thirty (30) seconds, the CRO will announce: **“30 SECONDS.”** After five (5) minutes, the CRO will command **“STOP...UNLOAD.”**

6.18.4 **FINAL PROCEDURE**

a) One (1) minute after the end of Preparation and Sighting time, the CRO will command:

b) **“FOR THE FIRST COMPETITION SHOT, LOAD...five (5) seconds...START”**.

c) Each team member will fire a single shot in a maximum time of fifty (50) seconds.

d) Either athlete may fire first.

e) The CRO may call **“STOP”** after all athletes have fired.

f) Immediately after the command **“STOP,”** the team with the highest combined score of each round will be announced together with the number of points awarded.

g) The Announcer will give 15-20 seconds of comments on the current ranking of the teams and notable scores. Individual shot scores are not announced.

h) The firing sequence will be repeated until the relevant Final Part is decided.

6.18.4.1 **Final Stage 1 Completion**

a) As soon as the Bronze Medal is decided, the CRO will command **“STOP...UNLOAD” if there are no protests or ties, he will declare “RESULTS ARE FINAL”**. The announcer will declare the Bronze Medal Winning team.

b) A Range Officer must verify that the rifle/pistol actions are open with the safety flags inserted.

6.18.4.2 **Change-Over between Final Stage 1 and Stage 2**

a) The athletes in Stage 1 must leave the Field of Play to place their rifles/pistols in a safe place in the Reporting Area but may return to sit and watch Final Stage 2 in their allocated seats.

b) After at least five (5) minutes, from the Bronze Medal being decided and after the targets have been checked by the RTS Jury and the CRO has declared, **“Range clear”**, athletes for Final Stage 2 and/or their Coaches, must be allowed to place their equipment on their firing-points.

c) They must then leave the range to wait to be called to the line.

6.18.4.3 **Final Stage 2 Completion**

a) As soon as the Gold/Silver medals are decided the CRO will command **“STOP...UNLOAD”** declare **“RESULTS ARE FINAL”** and the announcer will declare the Gold and Silver Medal Winning teams.

b) A Range Officer must verify that the rifle/pistol actions are open with the safety flags inserted.

c) The Gold and Silver Medallists must be joined on the Field of Play by the Bronze medallists and the Jury will line them up, as in the Individual Finals, for official photographs and announcements. Athletes may be allowed to hold their rifles/pistols for the photographs so the Bronze medallists must retrieve them

from the Reporting Area and return without delay.

6.18.4.4 Finals Production and Music

- a) During the Qualification stage music must be played.
- b) During the Medal Matches music must be played.
- c) The Technical Delegate should approve the music programme. Enthusiastic audience support is encouraged and is recommended during the Medal Matches.

6.18.4.5 Irregular or disputed matters

ISSF General Technical Rule 6.17 will apply to matters not mentioned in the above rules. Irregular or disputed matters will be decided by the Jury according to General Technical Rules for each event.

FINALS FOR SHOTGUN EVENTS

6.19 FINALS IN OLYMPIC SHOTGUN EVENTS

Finals may be conducted either on a separate range designated as a Finals Range and not used for Qualification competition or on one of the ranges used for Qualification competition.

6.19.1 FINALS IN INDIVIDUAL SHOTGUN EVENTS

6.19.1.1 TRAP and SKEET

6.19.1.2 General

The Trap and Skeet individual events consist of two stages: Qualification and Final.

6.19.1.3 Qualification

The Qualification stage will be conducted according to the Competition Procedures specified in the current Shotgun rules (Trap, section 9.8 and Skeet, section 9.10).

6.19.2 FINALS FORMAT

PROCEDURES APPLYING TO TRAP & SKEET INDIVIDUAL EVENTS

6.19.2.1 Finals Format:

- a) The full programme (General Regulations, 3.3.5) must be fired in each Olympic event as a Qualification for the Finals. The six (6) highest-ranking athletes in the Qualification advance to the Finals;
- b) Finals consist of finalists firing at a series of target sequences, with progressive eliminations beginning after all finalists have fired at the required number of targets (25 or 20 targets, depending upon the event) and continuing until the gold and silver medals are decided;
- c) Finalists start at zero; scores from the Qualification are not carried forward.

6.19.3 General Finals Requirements

6.19.3.1 Reporting Time:

- a) Athletes in the Final must report to the Finals Range not later than 30

minutes before the Final Start Time;

b) A two (2) point penalty will be deducted from the score of the first hits in the Final if the athlete does not report on time;

c) 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

d) Any finalist who does not report for the start of the Athlete Presentation will not start and will be ranked last in the Final.

6.19.3.2 **Start Time.** The Start Time for the Finals is when the Referee command “**READY**” is given for the first competition shot.

6.19.3.3 **Start Positions and Bib Numbers.** New bib numbers (1-6) must be issued for the Finals. Starting positions in Finals 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).

6.19.3.4 **Test Firing and Showing Targets.** Before the start of the Finals, targets must be shown and the finalists must be permitted to test fire.

6.19.3.5 **Finals Facilities & Special Equipment**

(see ISSF Guidelines for Organizers for detailed requirements).

a) The Finals Range must have a large spectator stand and a designated reporting area where cartridge controls can be done, where finalists can report.

b) Finals Ranges must be equipped with the following equipment:

- A speaker system for use by the Announcer/Commentator and the sound/music technician.
- Seating for Jury members, the Coaches/Team Officials and the Finalists.
- An electronic, colour scoreboard (see ISSF Guidelines for Organizers for detailed requirements).
- An electronic timing system (to control preparation time limits).
- Seating and table for the score keeper.
- A big clock positioned in a place where it can be observed by athletes and officials.
- A Walkie-talkie for communication between the Referees/Jury/Technical Officials.

6.19.3.6 **Finals Officials.**

The following personnel shall conduct and supervise the Final:

a) Referee:

An experienced official with an ISSF Shotgun Referee’s licence, appointed by the Chief Referee, in consultation with the Jury, must conduct the Final.

Whenever possible the appointed Referee must originate from a nation which does not have any athlete(s) in the Final;

b) Assistant Referees & Timing System Referee:

Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge. An additional Referee must be appointed to manage the electronic timing device. A further additional Referee must be appointed to keep a manual scoreboard. All Referees shall be selected by the Chief Referee from the appointed Competition Referees. It is the responsibility of the Chief Referee to ensure that the appointed Referee, Assistant Referees and Timing System Referee are present at the Finals Range on time to conduct the Final.

c) Jury-Member-in-Charge:

One (1) Jury member must be designated, by the Jury Chairman, as the Jury-Member-in-Charge of the Final.

d) 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, of the Final;

e) Finals Protest Jury.

Composed of three (3) persons:

The Jury Member-in-Charge and two (2) other members of the Competition Jury, as designated by the Jury Chairman (can be also the Jury Chairman), who must decide any protests that may be made during the Final. Their decision is final.

f) Technical Officer:

The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury-Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly;

g) Announcer/Commentator:

An Announcer/Commentator designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores and providing information to spectators.

h) Sound Technician:

A technical official responsible for operating the sound and music system during competitions.

6.19.3.7 Finals Production and Music

a) The conduct of a Final must use music, announcements, commentary, staging and 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.

b) The Technical Delegate in consultation with the Jury should approve the music programme. Enthusiastic audience support is encouraged and is recommended during the Finals.

6.19.4 Competition Procedures. Finals competitions are conducted according to

these procedures. The Technical Rules for each event also apply to the Finals except where differences are described in this Rule (Rule 9.17).

6.19.4.1 Trap. Finalists shoot one shot only at each target. Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (6.19.6.3, 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 target 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 25 targets, the 6th place athlete is decided;
- b) After the five remaining finalists shoot at another 5 targets and complete 30 targets, the 5th place athlete is decided;
- c) After the four remaining finalists shoot at another 5 targets and complete 35 targets, the 4th place athlete is decided;
- d) After the three remaining finalists shot at another 5 targets and complete 40 targets, the 3rd place (bronze medalist) athlete is decided;
- e) The 5-target sequences in b), c) and d) above consists of 2 left, 2 right and 1 straight randomly selected targets for each finalist.
- f) And after the two remaining finalists shoot at another 10 targets and complete 50 targets, the gold and silver medals (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off.
- g) The 10-target sequence in f) above consists of 4 left, 4 right and 2 straight randomly selected targets for each finalist.

6.19.4.2 Skeet. 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 decided;
- 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 decided;
- 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 decided;
- 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 decided;

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 gold and silver medal winners (1st and 2nd places) will be decided, 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.

6.19.4.3 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 Gold and Silver medal 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:

a) **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.

b) **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.

6.19.5 Procedure For Conducting Finals

Time	Stage	Procedure
a) 30:00 minutes before	Finalists Report for Cartridge Control	Team Leaders are responsible for ensuring that their athletes report at the Finals Range on time (Rule 6.19.3.1). The Jury will instruct the finalists to place all of their cartridges in numbered boxes (corresponding with 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 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 according to the rules for each event.
c) 5:00 minutes before	Assemble for Introductions	The six (6) 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	Final Preparation	One (1) minute before the first Finals shot, the Referee will instruct the finalists to go to their shooting stations.
f) Competition firing starts at 0:00 min.	Start of Final	The Referee will instruct the first athlete to begin with the command "READY." Each athlete in Trap has twelve (12) seconds to call for each target. In Skeet, on every station, each finalist has thirty (30) seconds after occupying the station to call for and fire at Doubles.
g) Scoreboard Pauses		<p>In Trap Finals, scoreboard pauses will occur after all finalists have fired at 10 and 20 targets and subsequently after every 5 targets. In Skeet Finals, scoreboard pauses will occur after all athletes have completed one station.</p> <p>Television productions will use this pause to display current scores and rankings for spectators. The Announcer will make brief comments about the athletes and scores and, as appropriate, recognize the athletes who are eliminated or announce that a tie-breaking shoot-off will take place. After 5-25 seconds, the Referee will instruct the first athlete to start the next shots with the command "READY."</p>
h) Finals Completion		<p>If there is no tie for the gold medal, the Jury Member-in-Charge will immediately declare "RESULTS ARE FINAL." If there is a tie, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off until the tie is broken.</p> <p>After the tie is broken, the Jury Member-in-Charge must immediately declare "RESULTS ARE FINAL."</p>
i) After Medals are Decided		<p>After the Jury Member-in-Charge declares "RESULTS ARE FINAL," the Announcer must immediately recognize the medal winners by announcing:</p> <p>"THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)."</p> <p>"THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)."</p> <p>"THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)."</p> <p>(Rule 6.17.1.14 p)</p>

6.19.6 Malfunctions during the Final

- 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 Final 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 a Final, including any shoot-offs, whether or not he has tried to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be

declared **“LOST”** whether or not the athlete attempted to fire.

6.19.7 **Protests during the Final**

- a) If an athlete disagrees with a Referee’s decision regarding **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** target(s), he/she must act immediately before the next athlete fires, 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 protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final 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 last two (2) **“HIT”** targets.
- e) No protest fee applies in Finals.

6.20 **SHOTGUN SKEET MIXED TEAM EVENT**

6.20.1 **GENERAL**

- a) Mixed Teams consist of two team members, one male and one female from the same nation. Both Mixed Team members should wear the same competition clothing with national colours and identification.
- b) In one Championship, nations may enter a maximum of two (2) Mixed Teams in one Mixed Team event, as per ISSF General Regulations.
- c) Mixed Team members may be changed for other athletes already registered in the Championship not later than 12:00 hours on the second day of the individual competition before the day of the Mixed Team competition.
- d) The Mixed Team event consists of two stages: Qualification and Final.

6.20.2 **QUALIFICATION**

- a) The Qualification will be conducted according to the Competition Procedures and Rulings as specified in the current ISSF Shotgun rules for Skeet (section 9.10) unless otherwise specified in these rules.
- b) Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- c) Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets each – (3 rounds X 25 targets = 75 targets X 2 athletes = Total 150 targets for each team).
- d) After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female) $75 \times 2 = 150$ (as per ISSF Shotgun Rules 9.14.5.1).
- e) The four (4) highest-ranking Mixed Teams after qualification and any eventual shoot-offs will qualify for the Final (Stage 1 and Stage 2).
- f) Any ties for places 1 to 4 will be decided by a shoot-off on station 4 only, as

specified within Rule 9.15.

g) After the Qualification stage and any eventual shoot-offs, new Bib numbers (1^1-1^2 , 2^1-2^2 , 3^1-3^2 , 4^1-4^2) will be distributed to the top 4 qualified Mixed Teams.

h) The ranking of tied Mixed Teams in 5th place or below not decided by a shoot-off will be established on the basis of the ISSF Shotgun Rules 9.14.5.1 & 9.15.3.4

6.20.3 **PROCEDURE DURING SHOOT-OFFS AFTER QUALIFICATION**

a) The starting positions in the shoot-offs of tied Mixed Teams after the qualification will be decided by the Qualification Ranking (highest ranking Mixed Team to shoot first, followed by the lower ranked team(s)).

b) The starting positions in the shoot-offs, of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.

c) Before the shoot-offs, athletes will observe the targets (one normal and one reverse double) and test fire.

d) Each Mixed Team Coach/Team Official must designate which team member (male or female) will shoot first and which team member will shoot second. The order of shooting between the two members of each team (as decided by the Coach/Team Official) must remain the same throughout the shoot-off.

e) The shoot-off will be conducted only on station 4.

f) The athletes of the highest-ranking Mixed Team in the order designated by the Coach/Team Official must line up behind the station. The athlete designated to shoot first (male or female) must shoot at a regular double followed by the second member of the team who will also shoot at a regular double. The athletes of the other Mixed Team(s) must then do likewise and each shoot at a normal double in their designated order. The Mixed Team(s) with the lower number of hits, out of the 4 shots ($2+2=4$), will be eliminated and will take the lower place.

g) If the tie(s) is(are) not broken, the same procedure will continue on the same station in the same order but with reverse doubles. The athletes (who will shoot first and who will shoot second) will remain the same throughout the shoot-off, as per d) above.

h) If still the tie(s) is(are) not broken, then the shoot-off will continue on the same station, with the same sequence (shooting first at normal and then at reverse doubles) with the higher ranked Mixed Team shooting first followed by the other Mixed Team(s), until the tie(s) is(are) broken.

i) The preparation time limit is 15 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

j) In case of several shoot-offs, the lower position shoot-offs will be shot first.

6.20.4 **FINAL**

a) The Final is in two parts consisting of Final Stage 1 to decide the Bronze medal and Final Stage 2 to decide the Gold/Silver Medals.

b) Final Stage 1:

Composed of the Mixed Teams in positions 3 and 4 after Qualification or any eventual shoot-offs.

c) Final Stage 2:

Composed of the Mixed Teams in positions 1 and 2 after Qualification or any eventual shoot-offs.

d) Final Stage 1 will be shot first followed by Final Stage 2.

e) The Final Stages 1 and 2 must be conducted on the Finals Range.

6.20.4.1 **Competition Format of Mixed Team Skeet in Final.**

a) The starting positions in the Final are decided by the Bib number of each Mixed Team on the basis of their qualification ranking and any eventual shoot-offs after qualification (the lower Bib number team to shoot first followed by the higher Bib number team).

b) Before the start, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation of all the qualified Mixed Teams in the Final.

c) The preparation time limit, on each station is 30 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

d) The 2 Mixed Teams (composed of 4 athletes) will start from 0 and compete on stations 3, 4, 5, 3, 4 and 5 until the winners are decided as follows:

e) The Mixed Team with the lower Bib number will shoot first, starting from station 3 and followed by the second Mixed Team. The two athletes from each Mixed Team will each shoot, in Bib number order, 2 doubles (1 normal and 1 reverse double), 4 shots (8 shots per Mixed Team).

f) The shooting sequence (**which team will shoot first**) **will alternate between the two Mixed Teams, after each station** (i.e., on station 4 the 2nd team will shoot first followed by the 1st team. On station 5 the 1st team will shoot first followed by the 2nd team and so on).

g) The combined scores for each team after each station will be carried forward to the next station.

h) This process will continue in sequence on stations 3,4,5,3,4 and 5 (6 stations) and the Mixed Team with highest combined score will be the winner.

i) If the shooting sequence is completed on all 6 stations and there is a tied score, then the winning Mixed team will be decided by a shoot-off, as per procedures specified in 9.20.3.3 below.

6.20.4.2 **Procedure of Mixed Team Skeet During Shoot-offs in Final.**

a) The starting positions in the event of a shoot-off in Final Stages 1 and 2 will be decided by the Bib number of each team. The lower Bib number team will shoot first followed by the second team.

b) The athletes of each Mixed Team will shoot in Bib number order, one behind the other. This order of shooting between the two members of each team must remain the same throughout the shoot-off.

c) The shoot-off will be conducted on stations 3, 4, 5.

d) The athletes of the Mixed Team with the lower Bib number must line up behind station 3 and each shoot at a normal double in Bib number order. Then likewise the athletes of the second team will each shoot at a normal double in Bib number order. The Team with the higher number of hits out of the 4 shots

(2+2=4) will be the winner. If the tie is not broken the same sequence must continue on the same station but with reverse doubles.

e) If the tie is not broken on station 3, the same procedure will continue in the same order and sequence on station 4, if tie still not broken, then station 5, with the members of each Team shooting first at normal and then at reverse doubles until the tie is broken.

f) If the tie remains, athletes will continue to shoot in the same sequence but starting with reverse and then normal on stations 3, 4 and 5 until the tie is broken.

g) The preparation time limit is 15 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

h) There will be no target observation or test fire before the shoot-offs in a Final.

6.20.4.3 **MIXED TEAM SKEET PROCEDURES.**

6.20.4.4 **Coaching Timeout**

In the Final (Stages 1 and 2), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then, at the turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to the his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout. The Jury Member in Charge must control the time.

6.20.4.5 **Reporting Times and Cartridge Control**

a) The members of the four (4) qualified Mixed Teams in the Final or their representatives (Coaches or Team Officials) must report to the Finals Range (at the designated area) for cartridge control at least **30 minutes** before the scheduled Start Time of the Final (Stage 1). At this time the Jury will distribute the Bib numbers to all the athletes of the four (4) qualified Mixed Teams.

b) The Equipment Control Jury will instruct the members of each Mixed Team or their representatives (Coaches or Team Officials) to place all of their cartridges in numbered boxes (corresponding to the Bib numbers of their Team). The Equipment Control Jury will select cartridges to be checked and seal the boxes in the presence of the Team members or Coach/Team Official and conduct equipment inspections. Cartridge checks must be completed before the presentations.

c) The members of the Qualified Mixed Teams must present themselves to the Finals Range, **15 minutes**, before the start of the Final (Stage 1), for preliminaries and presentation

d) No additional cartridges may be brought to the FOP.

e) A two (2) hit penalty will be deducted from the score of the first series of the first athlete, if any of the Mixed Team's cartridges are not presented 30 minutes before the start of the Final (Stage 1) or if either of the Team members does not report 15 minutes before the start of the Final (Stage 1). Any team that does not report at the time of the Presentations will not be allowed to take part in the Final and will be awarded the 4th place (if in Stage 1) or the 2nd place (if in Stage 2).

6.20.4.6 **Target Observation – Presentation – Test Fire**

- a) After reporting at the range, the athletes of the Qualified Mixed Teams of Final Stage 1 will be allowed to take their cartridges from the boxes (the athletes of the Final Stage 2 will not be allowed at this stage to take their cartridges). Then, all four (4) Qualified Mixed Teams will be asked to go to the shooting stations for aiming exercises and target observation only (no test fire).
- b) All the members of the Qualified Mixed Teams will be allowed to observe the targets.
- c) After aiming exercises and target observation, the Qualified Teams of the Final Stage 2 will be asked to be seated at the designated area. The athletes of the Qualified Teams of the Final Stage 1 together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for presentation. The teams will line up in Bib number order. The Qualified Teams in Final Stage 1 will enter the field of play (female athlete first – male athlete second) followed by their Coach/Team Official and the announcer will introduce them to the spectators. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the two teams.
- d) The Mixed Teams, will line up, in Bib number order, in the following order:
Female athlete – Male athlete – Coach/Team Official.
- e) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- f) The Final will be conducted in the order specified in rule 6.20.1.d).
- g) It should be noted that after completion of the Final Stage 1 the athletes for Final Stage 2, will take their cartridges from their boxes. The finalists, their Coaches or Team Officials, the Jury member in Charge and the appointed Referee will be presented in the way specified in d) above. After presentation the athletes will go to the shooting stations and test fire after which the Match will begin.
- h) At the end of the Final the Gold, Silver and Bronze Medalists are assembled by the Jury Member in Charge, on the field of play for official photographs and announcement, (Rule 6.17.1.14 p) s

6.20.4.7 **Music and Audience Support**

During the Final, music must be played. The Jury should approve the music selected. Enthusiastic audience support is encouraged and is recommended during the matches.

6.20.4.8 **Malfunctions During Final (Parts 1 and 2).**

- 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 (Mixed Team) must withdraw. After the malfunction is corrected, the Final must continue.
- b) If a withdrawal of a team occurs during Final Stage 1 or 2 the remaining Mixed Team must be declared as the winner.
- c) A Mixed Team is allowed a maximum of two (2) malfunctions during a Final,

including any shoot-offs, whether or not there was an attempt to correct the malfunction.

d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

6.20.5 **Protest During Final (Stages 1 and 2).**

a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), the athlete must act immediately, before the next athlete fires, by raising an arm and saying "**PROTEST.**"

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 protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.

d) If a protest in a Final 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 last two (2) "HIT" targets, of the athlete (Mixed Team).

6.20.5.1 **Colour of Targets**

Qualification: Normal targets

Final: Flash targets

6.20.5.2 **Irregular or Disputed Cases**

a) The General Technical Rules will apply to matters not mentioned in the above paragraphs.

b) Irregular or disputed matters will be decided by the Jury according to the General Technical Rules or other relevant Rule for each event.