

**SHOTGUN TEAM FINALS FORMAT  
SKEET – TRAP**

<b>GENERAL INFORMATION</b>	
<b>1. Disciplines:</b>	Trap – Skeet
<b>2. Type of event:</b>	Team
<b>3. Category:</b>	All categories Men/Men Junior, Women/Women Junior
<b>4. Number of participants in each team:</b>	Three (3) athletes from each nation (the participants of each team, of the European Championship).
<b>5. Number of stages:</b>	Four (4) stages a) Qualification stage (normal competition) b) Quarter Final stage c) Semi Final stage d) Medal Matches
<b>6. BIB numbers:</b>	See Section 8 below
<p><b><u>7. Qualification stage (normal qualification competition):</u></b></p> <p>The top eight (8) ranked teams which will qualify for the Quarter Final stage will be decided by the Classification Ranking of the normal team event, of the Qualification stage, of the European Championship.</p> <p>in case the number of ranked National teams after the Qualification rounds (Normal Competition), is less than eight (8), see Qualification procedure, in section 14 below.</p>	
<p><b><u>8. Quarter Final Stage (QF)</u></b></p> <p>The members of the top eight (8) ranked teams, will receive new BIB numbers, according to their Qualification Ranking. The BIB numbers will indicate the Qualification Ranking, the NAT and athlete numbers 1 to 3 (ex. 1 SIN 1, 1 SIN 2, 1 SIN 3 – 2 MON 1, 2 MON 2, 2 MON 3 and so on).</p> <p>In the Quarter Final, Semifinal and Medal Match stages, the members of each team will shoot in line (one next to the other (Trap), one behind the other (Skeet), followed by the three members of the other team); and</p> <p>In any eventual shoot-off in the Medal Match stage, the teams will shoot in BIB number order (lowest BIB will shoot first).</p> <p><u>The Quarter Final stage will be composed of 4 matches</u></p> <ul style="list-style-type: none"> <li>- Team in position 1 (T1) – Vs - Team in position 8 (T8)</li> <li>- Team in position 2 (T2) – Vs - Team in position 7 (T8)</li> <li>- Team in position 3 (T3) – Vs - Team in position 6 (T6)</li> <li>- Team in position 4 (T4) – Vs - Team in position 5 (T5)</li> </ul> <p><u>Number of targets in the Quarter Final Stage:</u></p>	

- Trap: Normal Round of 25 targets
- Equal distribution of targets from each station for each athlete
- Skeet: Normal Final Skeet Format - 20 targets
- station 3 (2ds), 4 (1d(n)), 5 (2ds) then
- station 3 (2ds), 4 (1d(r)), 5 (2ds)

The winning teams will be decided by the combined results of the 3 members of the team of each nation. If there is a tie then the Ranking will be decided by the Qualification Ranking.

The 4 winning teams will qualify for the Semi Final.

The ranking of the 4 losing teams (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> places) will be decided by the Quarter Final results. If still there is a tie then the Ranking will be decided by the Qualification Ranking.

### **9. Semi Final Stage (SF)**

The Semi Final stage will be composed of 2 matches

The winner of T4 against T5 – Vs – winner of T1 against T8  
The winner of T2 against T7 – Vs – winner of T3 against T6

- Trap: Normal Round of 25 targets
- Equal distribution of targets from each station for each athlete
- Skeet: Normal Final Skeet Format - 20 targets
- station 3 (2ds), 4 (1d(n)), 5 (2ds) then
- station 3 (2ds), 4 (1d(r)), 5 (2ds)

The winning teams will be decided by the combined results of the 3 members of the team of each nation.

In case of a tie, the Ranking will be decided by the Qualification Ranking.

The 2 winning teams will qualify for the Gold Medal Match.  
The 2 losing teams will qualify for the Bronze Medal Match

### **10. Medal Match stage**

The Bronze Medal Match will be shot first, followed by the Gold Medal Match.

- Trap: Normal Round of 25 targets
- Equal distribution of targets from each station for each athlete
- Skeet: Normal Final Skeet Format - 20 targets
- station 3 (2ds), 4 (1d(n)), 5 (2ds) then
- station 3 (2ds), 4 (1d(r)), 5 (2ds)

The winning teams will be decided by the combined results of the 3

members of the team of each nation.

Any ties will be decided by a shoot off, as stated below:

**11. Shoot-Off shooting sequence:**

**Trap**

All shooters starting from station 1 will shoot first at a left target, in the prescribed shooting sequence, given in the second paragraph. After the six shooters, of the two teams, completed shooting on station 1; the team with the highest number of hits will be the winner. If there is a tie then the process will be repeated from station 2 (right target), station 3 (left target) and so on, until the tie is broken.

The three shooters of the team with the lowest BIB number will start first, followed by the three shooters of the second team. The order of the shooters (who will shoot first, second and third) of each team, on each station, will be decided by the coach/official.

**Skeet**

All shooters starting from station 3 will shoot first at a normal double, in the prescribed shooting sequence, given in the second paragraph. After all six shooters completed shooting, on station 3; the team with the highest number of hits will be the winner. If there is a tie then the shooters will shoot at a reverse double. If still there is a tie the process will continue on station 4 (first a normal and if there is a tie then a reverse double), then on station 5 and then back to station 3 and so on, until the tie is broken.

The three shooters of the team with the lowest BIB number will start first, followed by the three shooters of the second team. The order of the shooters (who will shoot first, second and third) of each team, on each station, will be decided by the coach/official.

<b>12.</b> <b>Type of Clay targets:</b>	Normal for the Quarter Final & and the Semi Final and flash for the Medal Matches.
<b>13.</b> <b>Competition Rules:</b>	Except otherwise specified above, the competition will be conducted as per ISSF rules.

**14.**

Qualification Procedure in case the number of ranked National Teams, after the Qualification Rounds (Normal Competition), is less than eight (8).

<b>Seven (7) Teams</b>	<b>Six (6) Teams</b>	<b>Five (5) Teams</b>	<b>Four (4) Teams</b>	<b>Three (3) Teams</b>
<b>QUARTER FINAL (QF) stage</b>				
Team 1 Qualifies to the SF	Team 1 Qualifies to the SF	Team 1 Qualifies to the SF	Team 1 Qualifies to the SF	
Team 2 Vs Team 7	Team 2 Qualifies to the SF	Team 2 Qualifies to the SF	Team 2 Qualifies to the SF	
Team 3 Vs Team 6	Team 3 Vs Team 6	Team 3 Qualifies to the SF	Team 3 Qualifies to the SF	
Team 4 Vs Team 5	Team 4 Vs Team 5	Team 4 Vs Team 5	Team 4 Qualifies to the SF	
<b>SEMI FINAL (SF) stage</b>				
Team 1 Vs Team 4 or Team 5	Team 1 Vs Team 4 or Team 5	Team 1 Vs Team 4 or Team 5	Team 1 Vs Team 4	Team 1 Qualifies to GMM
Team 2 or Team 7 Vs Team 3 or Team 6	Team 2 Vs Team 3 or Team 6	Team 2 Vs Team 3	Team 2 Vs Team 3	Team 2 & Team 3 Qualify to BMM
<b>MEDAL MATCHES (GMM - BMM) stage</b>				
Winning Teams from the Semi Finals qualify for the Gold Medal Match (GMM)				
Losing Teams from the Semi Finals qualify for the Bronze Medal Match (BMM)				

8<sup>th</sup> June 2018