

## **COMPETITION RULES FOR SKEET**

### **Conduct of a Round of Skeet**

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

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

### **Method**

After the command "START" is given:

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

Note: If an electronic-microphone system is used, it must be constructed so as to randomly insert a delay varying from 0.2 to 3.0 seconds.

b) When the result of the shot is known, the first athlete shall remain on the station, load with two (2) cartridges, adopt the READY position, and call and fire at a regular double;

c) When the results of both shots are known the first athlete must leave the station;

d) The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;

e) The first athlete must then move on to Station 2 and shoot the required number of targets in the required sequence and time, followed in turn by each member of the squad;

f) This rotation will continue until all the required stations have been shot by all members of the squad;

g) No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and

h) No athlete having shot on one (1) station may proceed towards the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials.

## **Competition Procedure**

### **Preparation Time Limits.**

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

a) After the Referee has given the signal to "START" or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds;

b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the shotgun, adopt the READY position and call for the target(s) in the required sequence for the station;

c) The athlete must then call for the next single or double to be fired at from that station within the shortest time possible;

d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station; and

e) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be controlled with an electronic timing device managed by the appointed Referee.

### **Target Shooting Sequence for Qualification Rounds**

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

## **STATION TARGET ORDER**

1 Single High

Double High – Low

2 Single High

Double High – Low

3 Single High

Double High – Low

4 Single High

Single Low

5 Single Low

Double Low – High

6 Single Low

Double Low – High

7 Double Low - High

4 Double High – Low

Double Low – High

8 Single High

Single Low

### **Special Procedures for Station 8:**

When the squad advances to Station 8, they must stand in their shooting order behind the Referee who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centres of Station 8 and Station 4.

After the Referee has declared “START” each athlete in turn must:

- a) Take position for the high house target;
- b) Load the shotgun with one (1) cartridge only;
- c) Adopt the READY position;
- d) Call for the target; and

e) Shoot at the high house target.

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

f) Take position for the low house target;

g) Load the shotgun with one (1) cartridge only;

h) Adopt the READY position;

i) Call for the target;

j) Shoot at the low house target; and

k) When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the athletes who have still to shoot. Each athlete must do the same in succession.

### **Cartridge Loading Sequence**

a) On Station 8 for both the high and low house targets, the shotgun must be loaded with one (1) cartridge only;

b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;

c) In case an athlete forgets to load the second barrel in singles on Station 4 (when two (2) single targets are to be shot) and after calling for or shooting at the first target, remembers and either opens his shotgun to load or he raises his hand to ask permission of the Referee to load his shotgun, the target will be declared "LOST;"

d) When shooting is interrupted, the shotgun must be opened and be made empty; and

e) No athlete may turn from the shooting station before his shotgun is open and empty.

### **Trial Targets**

A regular target from each of the high and low houses may be seen by the athletes of each squad:

a) From Station 1 immediately prior to the start of their first round on each day

of competition;

b) If the Referee declares “NO TARGET,” the athlete may ask to have one (1) trial target thrown after each irregular target, or one (1) trial double thrown after an irregular double, provided the irregular target was not fired upon or both or either of the targets of an irregular double were not fired upon; and

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

### **Sighting On the Ranges**

Aiming and sighting exercises:

a) May be conducted after the Referee has ordered “START” only on Station 1. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the shotgun to the shoulder and sight for a few seconds for both the single target and the double;

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

c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the shotgun on any other station; and

d) during the round, athletes who are not shooting may, without disturbing the other athletes or the Referee, use their hand to track targets while another athlete is shooting.

### **Target Distances and Elevations**

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

b) All athletes, coaches and team officials are prohibited from entering the Skeet houses after the Jury has examined and approved the trap settings (see Rule 9.3.c)).

c) Depending upon the number of ranges in use, the squads must be scheduled before the start of the competition under the supervision of the Jury, in such a way so that, whenever possible, each squad should shoot the same number of times on each range in use.

### **Irregular Trajectory**

Any target flying along a path other than that specified in angle, elevation or distance, in the Rules, must be considered irregular. A target must also be considered irregular in case it does not pass the boundary.

### **READY Position**

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

- a) Both feet entirely within the shooting station boundaries;
- b) Holding the shotgun with both hands;
- c) The shotgun stock in contact with the body; and
- d) The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.

### **Marker Tape**

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

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

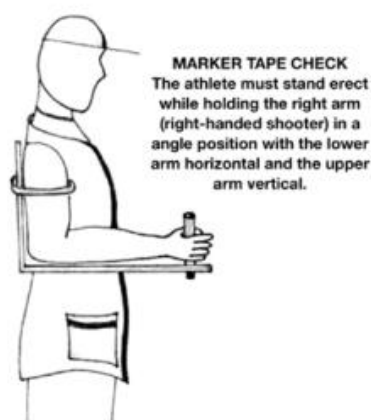
- a) 250mm long, 30mm wide, yellow in colour, bearing the ISSF logo; and
- b) Permanently affixed to the appropriate side of the shooting vest.

### **Marker Tape Check**

a) Athletes are responsible for ensuring that the marker tape is correctly positioned as per Rule 9.10.4.4 below. The Jury will provide an equipment

control consultation service that is available to all athletes starting on the first Pre-Event Training Day so that athletes, if they wish, may have their equipment checked prior to the competition.

b) To ensure compliance with ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules must be disqualified.



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

- a) All pockets of the shooting vest must be empty;
- b) The athlete must stand straight (erect) while holding the right arm (righthanded shooter) in a right-angle position on the side of the body with the lower arm horizontal and the upper arm vertical. The right-angle position of the shooting arm will then be fixed with the use of a special accessory (see illustration);
- c) The Jury member will then project a horizontal laser beam onto the marker tape to show the location of the point of the elbow in relation to the tape;
- d) The laser beam must project onto the top half of the marker tape or higher to be legal;
- e) An ISSF seal must then be placed on either end of the marker tape;
- f) All illegal markers will be required to be properly positioned and subjected to

re-check before the athlete is permitted to compete; and

g) Shooting vests must not be constructed with any item (tape, drawstring, elastic band, etc.) that could be used to adjust the fit of the jacket.

## **Skeet General Rules**

### **Refused Target**

An athlete may refuse a target if:

- a) A target is not released within the proper time;
- b) In a “Double” the targets are not released simultaneously;
- c) The Referee agrees that the athlete, after calling for the target(s), was visibly disturbed by some external cause; or
- d) The Referee agrees that a target was irregular because of a faulty trajectory.

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

### **“NO TARGET”**

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

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

- a) A broken target emerges;



- b) A target of distinctly different external colour from that of the others being used in the competition is thrown;
- c) Two (2) targets are thrown in singles;
- d) A target is thrown from the wrong trap house;
- e) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
- f) The Referee detects an initial violation of the time limit;
- g) The Referee detects an initial violation of the athlete's foot position in a round;
- h) The Referee is satisfied that the athlete, after calling for the target(s), was visibly disturbed by some external cause;
- i) The Referee for some reason, cannot decide whether the target was "HIT," "LOST" or "NO TARGET." In this case the Referee must always consult the Assistant Referee before making a final decision;
- j) An athlete has an allowable malfunction of shotgun or cartridge; or
- k) A shot is discharged involuntarily before the athlete calls, the Referee must warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, the target(s) shall be declared "LOST."

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

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

**Additional "NO TARGET" Rules applying to Doubles**

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

- a) Either target is irregular (see note);

- b) A single target is thrown in doubles;
- c) The first shot breaks both targets. An athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a "HIT" and the second "LOST";
- d) Fragments from the first target break the second target;
- e) The targets collide;
- f) The athlete suffers an allowable malfunction of shotgun or cartridge and is unable to fire the first shot; or
- g) Both shots are fired simultaneously.

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

### **Lost Target**

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

- a) It is not "HIT;"
- b) It is "HIT" outside the boundaries;
- c) It is only "dusted" and no visible piece is broken from it;
- d) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- e) The athlete is unable to fire his shotgun because he has not released the safety or has forgotten to load;
- f) After a malfunction of shotgun or cartridge, an athlete opens the shotgun or touches the safety catch before the Referee has inspected the shotgun;
- g) An athlete suffers a third or subsequent malfunction in the same round;
- h) An athlete's READY position is not according to the rules and the athlete has been warned once already (Yellow Card) in the same competition ;

- i) The athlete's foot position is violated and the athlete has been warned once already (Yellow Card) in the same competition ;
- j) The time limit is violated and the athlete has been warned once already (Yellow Card) in the same competition ; or
- k) In singles, a shot is discharged involuntarily after the athlete has called for the target, but before the target appears. The athlete must be warned (Yellow Card). The target must also be declared "LOST" for the second or any subsequent involuntary discharge in the same round.

#### **Additional "LOST" Target Rule Applying to Doubles**

In addition, the following must also apply in the case of doubles:

- a) When an athlete for no permitted reason fails to fire at the first target of a regular double for which he has called the targets must be declared "LOST" and "LOST;"
- b) When an athlete for no permitted reason fails to fire at the second target of a regular double for which he has called the first target must be recorded according to the result and the second target must be declared "LOST;"
- c) An athlete misses the first target of the double and accidentally hits the second target with the same shot; the first target shall be declared "LOST" and the double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated double(s);
- d) A shot is discharged involuntarily after the athlete has called, but before the targets appear, the first target must be declared "LOST" and the double must be repeated to determine the result of the second shot only. The athlete must shoot at both targets in the repeated double; For a second or subsequent involuntary discharge in the same round the targets must be declared "LOST" and "LOST" and the Referee must issue a Warning (Yellow Card);
- e) If an athlete misses the first target in a double and has an allowable malfunction on the second shot, the first target must be declared "LOST" and

the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double;

f) If the athlete breaks the first target in a double and has an allowable malfunction on the second shot, the first shot must be declared “HIT” and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; or

g) If the targets of a regular double are shot in reverse order, both of them must be declared “LOST.”

### **Shooting Out of Turn**

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