

PRESIDENTS CUP
28TH NOVEMBER – 4TH DECEMBER 2022
CAIRO - EGYPT
PROPOSED FORMATS FOR SHOTGUN

SKEET

The competition will be composed of the Qualification, the Ranking Matches, the Semi-finals and the Gold Medal Matches, as follows:

1. Qualification

- a) 100 targets (4 normal rounds X 25 targets each), shot in 1 day, as per current Skeet Rules.
- b) Men & women will be drawn together in 4 squads of 6. Each squad must contain 3 men and 3 women, whenever possible NOT from the same nation, in alternating shooting order (man-woman-man-woman-man-woman OR woman-man-woman-man-woman-man depending on the draw).
- c) After the Qualification, the top eight (8) athletes (1-8) in the Men's category and the top eight (8) athletes in the Women's category, will qualify in the Ranking Matches (RMs).
- d) Any ties for **places 1 to 8** will be decided by shoot-off as per current Rules (station 4 only). Higher result shoot-offs will be shot first, followed by lower result shoot-offs.
- e) The athletes not qualified in the Ranking Matches will all be ranked in 9th place (9,9,9,9). They will appear on the ranking list on the basis of their places after Qualification.
- f) New Bib numbers (1-8) will be distributed, during the reporting time, to the top eight athletes, after qualification or any eventual shoot-offs.
- g) The Ranking Matches (RMs) will be conducted in the normal format of the individual event (See: section 2 below).
- h) the Semi-finals (SFs) and the Gold Medal Matches (GMMs), will be conducted **in the form of 'Duels'**.

2. Ranking Matches (RMs)

- a) There will be two (2) Ranking Matches, RM1 and RM2 which will be conducted on the Finals Range.

- a) Ranking Match 1 will be composed of the athletes in places **1, 3, 5, 7,** after the Qualification or any eventual shoot offs.

- b) Ranking Match 2 will be composed of the athletes in places **2, 4, 6, 8,** after the Qualification or any eventual shoot offs.

- b) Ranking Match 1 will be shot first followed by Ranking Match 2.

- c) Preparation time limit, for each station: 30 seconds (monitored by an electronic timer operated by a Referee who is appointed by the Chief Referee from among the competition Referees, as per Rules).

- d) The 4 athletes (in each Ranking Match) will shoot in sequence in Bib number order, starting from station 3 (lower Bib number) to shoot first.

- e) Athletes will **start from 0** and compete on stations 3,4 & 5 in series of double targets followed by progressive eliminations that continue until the 2 winners are decided, as follows:
 - f) **1st Series: 20 targets**
The **4 athletes**, one behind the other, in Bib number order will each shoot in sequence a total of 20 targets (10 doubles) in the following shooting order:

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 normal double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 reverse double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

- g) After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of hits will be acknowledged in 4th place. In case of equal scores, the athlete with the higher Bib number (lower Qualification Ranking) is acknowledged in 4th place.

h) **2nd Series: 10 targets**

The remaining **3 athletes** will continue to shoot in the following shooting order composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

- i) After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 30 targets, of the two series (20+10=30 targets) is acknowledged in 3rd place.
- j) After the 2nd Series, any ties for **1st, 2nd and 3rd place will be decided by a shoot off**, as per current Rules for shoot offs after Finals stations 3, 4 & 5 (Rule 9.18.3.3). Tied athletes will shoot in Bib number order. The athlete with the lower Bib number will start first.
- k) The two (2) winners (1st and 2nd places) of the two Ranking Matches will qualify in the Semi-finals. No new Bib numbers will be distributed.
- l) The two losers of each Ranking Match will be all ranked in 5th place (5, 5, 5), in alphabetical order. There will be no 6th, 7th and 8th places on the ranking list.

3. Semi-finals (SFs)

a) SF1:

The winner (1st place) of the Ranking Match 1 will compete against the athlete in 2nd place of the Ranking Match 2.

b) SF2:

The winner (1st place) of the Ranking Match 2 will compete against the athlete in 2nd place of the Ranking Match 1.

c) In each SF the winners of the RMs (1st place) will shoot first followed by the athletes in 2nd place of the RMs.

d) The winners of the two SFs will qualify in the Gold Medal Match.

- e) The losers of SF1 and SF2 will both be awarded Bronze Medals and will both be ranked in the 3rd place of the ranking list (3, 3) in alphabetical order. There will be no 4th place on the ranking list.

4. Gold Medal Match (GMM)

- a) The GMM will be composed of the winners of the two SFs (See: (3d)).
- b) The starting positions in the GMM (who will shoot first and who will shoot second) will be decided by draw.

5. Competition format for the SFs and the GMM

- a) The Semi-finals and the Gold Medal Match will be conducted on the Finals range **in the form of 'Duels', as follows:**
- b) Before the Duels, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation.
- 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, (as per Rules).
- d) The two competing athletes will start from 0 and compete on stations 3, 4, 5, 3 & 4 (5 series) to a maximum of 20 shots, until the winner (the athlete to win first 6 points, as per 6k) is decided as follows:
- e) The athletes in the designated order, one behind the other, will start from station 3. They will each shoot in sequence 2 doubles (1 normal and 1 reverse double), 4 shots per athlete. This shooting sequence will continue the same way on stations 4,5,3 & 4.

Shooting sequence:

Station 3 - 1 normal, 1 reverse double, 4 shots

Station 4 - 1 normal, 1 reverse double, 4 shots

Station 5 - 1 normal, 1 reverse double, 4 shots

Station 3 - 1 normal, 1 reverse double, 4 shots

Station 4 - 1 normal, 1 reverse double, 4 shots

- f) The shooting sequence (**which athlete will shoot first**) will **alternate between the two athletes, after each station** (i.e., on station 4 the 2nd athlete will shoot first followed by the 1st athlete. On station 5 the 1st athlete will shoot first followed by the 2nd athlete and so on).
- g) After each station (series), the athlete with the highest result, **will receive 2 points**. The athlete with the lower result will **receive 0 points**. In case of equal results each athlete will **receive 1 point**.
- h) The points of each station will be carried forward to the next station.
- i) The scores (number of hit targets), however, of each station will not be carried forward to the next station. The scores of each station will start from zero.
- j) This process will continue in sequence on stations 3,4,5,3 and 4 (5 stations) and the athlete **to win first 6 points** will be the winner.
- k) If the shooting sequence is completed on all 5 stations and there is a tied score of **5:5**, then the winner will be decided by a shoot off, as per Rules of shoot-offs after Final (starting from station 3 then 4, 5, 3 etc. shooting first at a normal double and if there is tie then continue with a reverse double) and so on.
- l) There will be no target observation or test fire before the shoot off.

6. Golden Hit

In case, at any stage of the RMs, SFs & GMM, the winner(s) can be clearly established mathematically from the total number of targets already shot by the two participants, before the total number of targets of the match are completed, then the match will be stopped by the Jury Member in Charge and '**Golden Hit**' will be declared. The winner(s) and loser(s) will then be announced.

7. Reporting times, cartridge control, target observation, test fire, presentation & commenting

Ranking Matches (RMs)

- a) The eight (8) qualified athletes in the Ranking Matches or their representatives (Coaches or Team Officials) must report to the Finals Range, at least **30 minutes** before the scheduled Start Time of the Ranking Match 1. At this time the Equipment Control Jury will distribute the bib numbers to all the eight (8) Finalists.
- b) The Equipment Control Jury will instruct the athletes or their representatives (Coaches or Team officials) to place all their cartridges in numbered boxes (corresponding to their Bib numbers). They will then select randomly cartridges for cartridge control and conduct equipment inspections. Cartridge checks, if any, must be completed before the presentation.
- c) The eight (8) finalists must present themselves to the Finals Range **15 minutes** before the start of the Final (Ranking Match 1), for preliminaries and presentation.
- d) The qualified athletes in Ranking Match 1 (places 1,3,5,7) only, will be asked to take their cartridges from the boxes (not the athletes in Ranking Match 2). Then, all eight (8) finalists will be asked to go to station 3 for aiming exercises and target observation only.
- e) The finalists will then gather in a designated area to the side of the range, to await being called. The athletes will be called one by one in Bib number order, lowest Bib number first, to the centre of the range for presentation. As each athlete enters the FOP the announcer will introduce them to the spectators. The four (4) athletes of Ranking Match 1 (places 1,3,5,7) will be presented first, followed by the four (4) athletes of Ranking Match 2 (places 2,4,6,8) then the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the finalists. The athletes must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee.
- f) The Jury Member in Charge must make sure, that the athletes are assembled in the correct order.

- g) After presentation the four (4) athletes competing in Ranking Match 2 (places 2, 4, 6, 8) will be seated in the designated seating area.
- h) The four (4) athletes competing in Ranking Match 1 (places 1,3,5,7) will go to station 3 and be allowed to test fire. After test fire the Match will begin.
- i) When Ranking Match 1 is completed and the results are finalized, then the four athletes of Ranking Match 2 will be asked to collect their cartridges from the boxes and proceed to station 3, for test fire only. There will be no presentation or target observation. After test fire Ranking Match 2 will begin.
- j) Before the start of each Match, the Referee must ensure that the names of the Finalists are correctly uploaded on the Finals scoreboard.
- k) After Ranking Match 2 is completed, the winners of the two Matches (1st & 2nd place of each Match) who qualify in the Semi-finals will be announced.
- l) During the Ranking Matches commentating (not more than one (1) minute) may take place after each series.

Semi-finals (SFs)

- m) The Semi-finals (SFs) and the Gold Medal Match (GMM) will be conducted on the Finals range as per 5a.
- n) The four (4) finalists of SF1 and SF2 or their representatives (Coaches or Team Officials) must report to the Finals Range, at least **30 minutes** before the scheduled Start Time of Semi-final 1.
- o) The Equipment Control Jury will instruct the athletes to place all their cartridges in numbered boxes. They will then select randomly cartridges for cartridge control and conduct equipment inspections. Cartridge checks, if any, must be completed before the presentation.
- p) The four (4) finalists must present themselves to the Finals Range **15 minutes** before the start of the Final (Semi-final 1), for preliminaries and presentation.

- q) All finalists will be asked to go the shooting stations for target observation and aiming exercises (the participants of SF1 will be allowed to take their cartridges from the boxes – not the athletes of the SF2). They will then all gather in a designated area to the side of the range, to await being called one by one (first the participants of SF1, followed by the participants of SF2) for presentation. The Jury Member in Charge and the appointed Referee will also be presented, who must be positioned in the middle of the finalists. As each athlete enters the FOP the announcer will introduce them to the spectators. The athletes must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee.
- r) After this, the athletes participating in SF2 will be asked to be seated in a designated seating area.
- s) Athletes competing in SF1 will be asked to position themselves in their shooting stations and test fire after which the SF1 will begin.
- t) When SF1 is completed and the results finalized and confirmed the athletes of SF2 will be asked to take their cartridges from the boxes, go to station 3 and test fire after which the SF2 will begin.
- u) Commentating (not more than one (1) minute) may take place after each series.
- v) After SF2 is completed, the winners of the two Matches (1st & 2nd place of each Match, who will qualify in the GMM) will be announced, also the two losers who will both be awarded Bronze Medals.

Gold Medal Match (GMM)

- w) The two winners of SF1 and SF2 will participate in the Gold Medal Match.
- x) For the GMM, the same procedures (reporting times, cartridge control, target observation, test fire, presentation & commentating) will be followed as in the case of Semi-finals (SFs) above (See: paragraphs (n) to (u)).

8. Music & Audience Support

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

9. Malfunctions or disabled shotguns, during RMs, SFs and GMM

- 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.
- b) If the shotgun cannot be repaired or replaced within three (3) minutes, the athlete must withdraw. In case of RMs the match must continue or in case of SFs or GMMs the second participant will be declared as the winner.
- c) An athlete is allowed a maximum of two (2) malfunctions during the RM, SF and GMM, 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.

10. Protest during RMs, SFs and GMM

- 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 other than "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s) will be decided by the Finals Protest Jury whose decision is final and cannot be appealed.

- d) If a protest for any matter other than Referee decisions on **"HIT," "LOST," "NO TARGET"** or **"IRREGULAR"** target(s) is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets.
- e) The current ISSF VAR Rules will be followed during the RMs, SFs and the GMMs.

11. COLOUR OF TARGETS

Qualification stage: Normal targets

QFs, SFs and GMMs: Flash targets

12. IRREGULAR OR DISPUTED CASES

The ISSF General Technical Rules or any other Shotgun relevant Rule will apply to matters not mentioned in the above paragraphs. Irregular or disputed matters will be decided by the Jury on the basis of the ISSF Shotgun and General Technical Rules.