



International Shooting Sport Federation

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Training Manual

Shotgun

for ISSF Range Officials, Referees & Judges

2010 Rules (Version 1)
prepared by the ISSF Shotgun Committee

Note:

The Article 3.12.3.9, Annex “J” to the ISSF General Regulations sets out the Guidelines for Judges. In “Guidelines for Judges”, J.4.6 refers to the ISSF Training Guidelines as the “basis for ISSF judges’ courses”. This document is available for Course Instructors and Member Federations from the ISSF HQ.

This Training Manual, referred to in the Training Guidelines, contains more detailed information intended for the training of Judges, Referees and Range Officials, and for their future reference. Separate Training Manuals are available for the Rifle, Pistol, Shotgun and Running Target disciplines.

Although Instructors are expected to prepare their own detailed lecture notes and question papers for each course, these Training Manuals should be a great help. They will be updated by the ISSF Discipline Section Committees.

Please send any comments to ISSF HQ

Every effort has been made to avoid mistakes, but in case of doubt refer to the ISSF Official Statutes, Rules, and Regulations Edition 2009 (Second printing 01/2010) and subsequent changes published in the ISSF News and on the ISSF Website – where the latest version is available for downloading.

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1 GENERAL

1.1 Safety

Safety is of paramount importance! (Rule 6.2)

ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF supervised competitions/championships.

Necessary and special safety regulations for ranges differ from country to country. For this reason no details are stated within these Rules. The safety of a shooting range depends to a large extent on local conditions, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee (OC) bears the responsibility for safety.

Juries, Range Officials, Team Officials and shooters must be advised of any special regulations. **(Rule 6.2.1)** *For Shotgun see also Rules 9.2.1 ~ 9.2.7.2 for requirements and recommendations.*

1.2 Ranges

Ranges will have been inspected by the visiting ISSF appointed Technical Delegate (TD) prior to the start of the event and a Preliminary Program agreed.

1.3 Targets

Sample clay targets, both for qualification and Finals rounds will have been inspected by the visiting ISSF appointed TD prior to the start of the event, to ensure that they meet ISSF regulations **(Rules 6.3.2.9 ~ 6.3.2.9.5)**

1.4 Facilities

The TD will inspect the venue to ensure that all the required facilities are present and satisfactory **(Article 3.12.3.3 General Procedures for Organizing Committees)**

2 PROGRAM of EVENTS

The qualification rounds will take place according to the published program and as agreed by the TD, Jury and OC. Any amendments must be agreed with the TD.

2.1 World Cups and Olympic Games

| EVENT | MEN | WOMEN |
|--------------------|------------------------------------------|-----------------------------------------|
| Trap | 125 + Final (in rounds of 25 targets) | 75 + Final (in rounds of 25 targets) |
| Double Trap | 150 + Final (in rounds of 50 targets) | - |
| Skeet | 125 + Final (in rounds of 25 targets) | 75 + Final (in rounds of 25 targets) |

Table 1

2.2

World Championships

| EVENT | MEN | JUNIOR MEN | WOMEN | JUNIOR WOMEN |
|--------------------|------------------------------------------|----------------------------------|-----------------------------------------|----------------------------------|
| Trap | 125 + Final (in rounds of 25 targets) | 125 (in rounds of 25 targets) | 75 + Final (in rounds of 25 targets) | 75 (in rounds of 25 targets) |
| Double Trap | 150 + Final (in rounds of 50 targets) | 150 (in rounds of 50 targets) | 120 (in rounds of 40 targets) | 120 (in rounds of 40 targets) |
| Skeet | 125 + Final (in rounds of 25 targets) | 125 (in rounds of 25 targets) | 75 + Final (in rounds of 25 targets) | 75 (in rounds of 25 targets) |

Table 2

3

COMPETITION OFFICIALS

The rounds shall be conducted by the Referees and supervised by the Jury according to the rules for the particular event.

The Referee shall be assisted by at least two (2) Assistant Referees.

3.1

Judges (Duties) (see Rules 9.5.2.1 ~ 9.5.2.2)

- a) check that the programme has no squad with 4 or less shooters ("Fillers" should be used if necessary) (see **Rules 9.7.4.1 and 9.7.4.2**)
- b) check that if possible, no Nation has more than 1 shooter in the same squad (see **Rules 9.7.4.3**)
- c) check that the distribution of the squads ensures that all shooters are treated equally (**Rule 9.7.4.4**)
- d) check that before PET, each day of competition and after a machine breakdown, that the targets are set according to the Rules. (see **Annex "A"**)
- e) check that the shooting order within the squads and the shooting order of the squads is changed for each day of each event (see **Rule 9.7.4.5**)
- f) conduct an Equipment Control programme for all shooters (see **Rule 9.4.1**)
- g) conduct cartridge control inspection at random and for all Finalists (see **Rule 9.4.3.2**)
- h) deal with any properly submitted protests (see **Rule 9.7.4.1**)

3.2

Referees (Duties) (see Rules 9.5.5.1 ~ 9.5.5.3)

The Referee shall conduct the round according to the rules of the event.

viz:

| | |
|--------------------|---------------------------------------|
| TRAP | Rules T.9.6.3 ~ T.9.6.8.5.2 |
| DOUBLE TRAP | Rules D.9.6.9 ~ D.9.6.13.3 |
| SKEET | Rules S.9.6.14 ~ S.9.6.14.16.1 |

3.2.1

BEFORE the Round

- a) check Squad number on the scorecard
- b) check BIB numbers on shooters backs with scorecard
- c) call shooters to the shooting stations
- d) allow for sighting exercises if time permits
- e) "Test Fire" (2 shots) is permitted for each squad prior to their first round each day
- f) "Viewing Targets" is permitted according to Table 3

| | | |
|--------------------|----------------------------------------------------------|--------------------------|
| Trap | 1 st Squads only on each range each day | View targets > Test Fire |
| Double Trap | All squads on each range | Test Fire > View Targets |
| Skeet | All squads prior to their 1 st round each day | Test Fire > View Targets |

Table 3

- g) check required officials are in position and area is safe
- h) if applicable, check start time has arrived
- g) command No.1 shooter "**START**"

3.2.2

DURING the Round

- a) conduct the round according to the Rules
- b) signal "**LOST**" targets (confer with Assistant Referees if necessary)
- c) call "**NO BIRD**" targets (confer with Assistant Referees if necessary)
- d) correct any scoreboard errors immediately
- e) rule on "Misfires" "Malfunctions" (maximum of 2 without penalty), "Disabled" guns (**3 minutes** to change or shoot later) (see **Rule 9.8.5**) and "Protests" (see **Rule 9.13**) etc.
- f) issue WARNINGS (Yellow Card) for first time faults (foot position, time etc)
- g) after the last shot is fired command "**STOP**"

3.2.3

AFTER the Round

- a) ensure that all guns are open and empty
- b) check that the scores are correct by examining the scoreboard and scorecard
- c) correct any errors (if possible)
- d) call out the score of each shooter in the round
- e) check that the time that the round ended is written on the scorecards
- f) countersign both scorecards
- g) ensure the scorecards are sent to the Results Office immediately
- h) move all personnel not required for the next round, off of the range

3.3 Assistant Referees (Duties) (see Rule 9.5.6)

- a) to assist the Referee
- b) to watch each thrown target
- c) to signal the Referee if he thinks a target is “**LOST**”
- d) if asked to record the scores
- e) in Skeet to indicate to the Referee if the target is hit beyond the boundaries.
- f) if asked, to advise the Referee on any other matters relating to the targets.

4 SHOOTER PREPARATION TIME

4.1 Time Limits (Qualification Rounds & Finals)

| | | |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
| Trap | Within 10 seconds after previous shooter has fired and the result is known or the Referee commands “ START ” | Rule T.9.6.3.3 |
| Double Trap | Within 10 seconds after previous shooter has fired and the results are known or the Referee commands “ START ” | Rule D.9.6.9.3 |
| Skeet | <ul style="list-style-type: none">• Call within 15 seconds after the previous shooter has left the station or the Referee commands “START”• Call within 10 seconds for further targets to be shot from the same station | Rule S.9.6.14.3.1 Rule S.9.6.14.3.2 |

Table 4

5 ABSENT SHOOTER (see Rule 9.13.4.3)

5.1 Shooter Not Present

If the shooter is not present when his name is checked with the scorecard the Referee shall:-:

- a) call out shooter’s **Name and BIB number three (3) times** over the space of **one (1) minute**.
- b) if the shooter does not appear **by the end** of that minute the Referee shall call out “**ABSENT**”
- c) shooting shall then proceed without him.
- d) mark the scorecards accordingly

5.2 Make up Round for Absent Shooter (see Rules 9.13.4.4.1 ~2)

5.2.1 The shooter must present himself to the Chief Referee before his squad has completed their round to qualify for a make up round, otherwise possible Disqualification.

5.2.2 Penalty for missing his round, unless there are mitigating factors (3 targets)

6 INTERRUPTIONS

6.1 Safety

The Referee In the interest of safety or for any situation that may be dangerous or that may cause an accident may give the command “**STOP**” to interrupt the shooting

6.2 Technical Breakdown

If a round of shooting is interrupted for more than **5 minutes** because of a technical malfunction that is not the fault of a shooter, before the competition resumes, the squad must be allowed to view one (1) regular target from:-

Trap: each machine of the group in which the interruption occurred. (see **Rule T.9.6.4**)

Double Trap: the two (2) machines upon which the interruption occurred (see **D.9.6.9.4**)

Skeet: one (1) regular target from each trap (see **Rule S.9.6.14.7**)

6.3 Severe Weather Conditions

If the shooting must be interrupted in the case of heavy rain, a storm, or lightning, only the Chief Range Officer with the Jury's approval may make the decision. (see **Rule 9.7.3**)

7 “STOP” COMMAND (see Rule 9.2.5)

The command “**STOP**” shall be given verbally by the Referee or Jury Member for the following cases:-

- a) in the interest of safety or for any situation that may be dangerous or that may cause an accident.
- b) to examine the shotgun or cartridges after malfunction.
- c) for a mechanical breakdown of the machines on the range.
- d) for any other situation where shooting is not allowed.
- e) after the last shot in the respective round.
- f) any shooter who handles a closed gun after the “**STOP**” command has been given, without the permission of the Referee, may be disqualified.

When the command or signal to "STOP" is given, shooting must stop immediately. All shooters must unload their shotguns and make them safe (see Rule 9.2.5.1).

8 TIE BREAKING

8.1 Methods

Two methods of breaking ties are used:-

- a) “Count Back” (see **Rule 9.12.2.1**)
Used to decide individual rankings 7th place and below, and Team tied scores.
- b) “Shoot-off” (see **Rules 9.12.1.1 and 9.12.1.2**)
Used to decide individual rankings 1st ~ 6th and to break ties for entry into the Final.

9 SHOOT-OFFS (see Rules 9.12.1.1)

9.1 Shooter Preparation Time (see Rule 9.12.5.4)

Within **20 seconds** after previous shooter has fired and the result is known **or** the Referee commands “**START**”

9.2 Shoot-offs BEFORE the Final (*Test Firing is Permitted*)

Required if there are **more than six (6) shooters** eligible for the Final because of tied scores after the Qualification rounds.

These shoot-offs should take place (NOT on the Finals range) as soon as possible after the last qualification round is finished using the same type of targets as used in the Qualification rounds.

9.2.1 Shooting Order

Determined by the Jury drawing of lots.

9.3 Shoot-offs AFTER the Final (*Test Firing is Permitted*)

Required if there are tied scores **within the top six (6)** at the conclusion of the Final.

All shoot-offs after the Finals shall take place immediately on the Finals range using “flash” targets.

9.3.1 Shooting Order

The shooting order of those tied is determined by drawing of lots.

9.3.2 Ranking – Order of Shooting:

Those shooting for the lower ranking must shoot before those shooting for a higher ranking. (see **Rule 9.12.1.2**)

If there are four (4) or more shooters tied for more than one (1) ranking place see **Rule 9.12.2** for procedures.

9.4 Shoot-off Procedures

9.4.1 Trap (see Rule 9.12.6.2) *Test Firing is Permitted*

- all tied shooters shall in order line up behind Station 1
- the Referee on Station 1 shall call off a target
- the Referee shall then command “**START**”
- No.1 shooter shall move onto Station 1, load, call for and shoot at the target
- he shall then move immediately and stand a minimum of 1m behind Station 2.
- No.2 shooter shall move onto Station 1, load and call for the target
- he shall then move immediately and stand behind Shooter No.1
- all the other shooters will in turn do likewise
- **all shooters must receive a target from the same machine**
- shooters who miss their target on the respective station are the losers and must retire
- the Referee shall on Station 2 call off a target etc.etc.

This procedure will continue until all ties are broken

NOTE:

If a shooter fires two (2) shots the target will be declared “**LOST**” whether it was hit or not by either of the shots.

9.4.2 Double Trap (see Rule 9.12.6.3) *Test Firing is Permitted*

All shoot-offs for Double Trap shall take place using **scheme “C”**.

- all tied shooters shall in order line up behind Station 1
- the Referee on Station 1 shall call off a Double
- the Referee shall then command “**START**”
- No.1 shooter shall move onto Station 1, load, call for and shoot at the targets
- he shall then move immediately and stand a minimum of 1m behind Station 2.
- No.2 shooter shall move onto Station 1, load and call for the targets
- he shall then move immediately and stand behind Shooter No.1
- all the other shooters will in turn do likewise
- shooters who miss the most number of targets after each Double are the losers and must retire
- the Referee shall on Station 2 call off a Double etc.etc.

This procedure will continue until all ties are broken.

9.4.3 Skeet (see Rules 9.12.6.4) *Test Firing is Permitted*

All shoot-offs shall take place on Station 4.

- all tied shooters shall in order line up behind Station 4
- the Referee shall then call off a Double
- the Referee shall then command “**START**”
- No.1 shooter shall move onto the station, load, call for and shoot at the targets (High –Low) (*regular double*)
- he shall then move immediately and stand behind any shooters waiting to shoot.
- No.2 shooter shall move onto the station, load, call for and shoot at the targets (High-Low) (*regular double*)
- he shall then move immediately and stand behind any shooters waiting to shoot.
- all the other shooters will in turn do likewise
- shooters who miss the most number of targets after each Double are the losers and must retire
- all shooters remaining in the tie shall in turn then shoot at the targets (Low-High) (*reverse double*)

This procedure (*alternating regular and reverse doubles*) must continue until all ties are broken

10 FINALS (see Rules 9.14 ~ 9.14.11.3)

10.1 Targets

Before the Finals the machines shall be loaded with “flash” (powder filled) targets and their trajectories checked by the Jury.

A “flash” target shall be declared “**HIT**” when there is visible emergence of powder after a shot is fired. (see **Rule 9.10.4**)

10.2 Reporting Time (see Rule 9.14.5)

Team Leaders are responsible for ensuring that their shooters are presented to the Jury in the designated preparation area at least **twenty (20) minutes** before the scheduled starting time, properly dressed and equipped with all that is necessary to shoot in the Finals (see **Rule 9.14.5**)

10.3 Introduction of Finalists

10.3.1 At the required time the shooters and Officials shall be lined up on the Finals Range and introductions made using the ISSF approved schedule.

10.3.2 After which the shooters shall take up their starting position according to their ranking in the following sequence: 6-5-4-3-2-1.

10.3.2 Viewing of targets and Test Firing is then permitted

10.4 Late or Absent Shooter (see Rule 9.14.7)

Any Finalist who is not in his assigned position and ready to shoot at the official starting time must be declared “**ABSENT**” and not permitted to shoot.

10.5 Malfunctions in the Final (see Rule 9.14.9)

The maximum number of “misfires” or “malfunctions” in the Finals round including any shoot-off after the Final, is two (2) without penalty.

On a third or subsequent occurrence the target(s) will be declared “**LOST**”
(Shooter has **5 minutes** to change gun or cartridges)

10.6 Protests (see Rule 9.14.10)

Any protest received in the Final shall be dealt with immediately and the decision is final.

TARGET SETTING

TRAP

(see Rules T.9. 6.5.5 and T.9.6.5.6) and Trap Setting Tables I to IX

- set trap machine to **ZERO** angle
- adjust the “balance” of the target to minimise any curvature in flight
- set **HEIGHT** (as published in Tables I ~ IX) and **DISTANCE** (76 ±1m) at the same time
- then set **ANGLE**

DOUBLE TRAP

(see Rule D.9.6.10.1)

- using the setting table below
- set **HEIGHT, ANGLE and DISTANCE** at the same time
- adjust the “balance” of each target to minimise any curvature in flight

| Setting | Trap No. | Angle (degrees) | Height at 10m (± 0.1m) | Distance |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----------------|------------------------|----------------|
| A | 7 (1) | 5 Left (max) | 3.0m | 55 ± 1m |
| | 8 (2) | 0 (± 1) | 3.5m | |
| B | 8 (2) | 0 (± 1) | 3.5m | |
| | 9 (3) | 5 Right (max) | 3.0m | |
| C | 7 (1) | 5 Left (max) | 3.0m | |
| | 9 (3) | 5 Right (max) | 3.0m | |
| Setting “C” <u>must</u> be used for the “Final” and any shoot-offs before and after the “Final” It is important that the height of both targets is the same | | | | |

SKEET

The following procedure is on trial and is recommended:

- adjust the “balance” of each target to minimise any curvature in flight
- adjust the High house machine to throw a target through the top half of the ring and to travel a distance of 66m ± 1m
- adjust the Low house machine to throw a target through the lower half of the ring and to cross under the High house target between the centre of the ring and a distance of 15cms on the Low house side.
- repeat until both targets are correctly set.

Notes:

Where conditions prevail that make very accurate settings impossible, an “average” of 5 or more “doubles” should be taken.

If it is not possible to set the High house target by distance, the Low house should be set by distance and the High house adjusted accordingly.