



SKEET Individual
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL
Valid as of 01.01.2022

FØROYSK TÝÐING útgáva 2 (29-06-2022)

The Skeet individual event consists of two stages, a Qualification stage and a Final stage.

<u>QUALIFICATION STAGE</u>	<u>Innleiðandi umfør</u>
<p>The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF Shotgun rules for Skeet (section 9.10) unless otherwise specified in these rules.</p> <p>The total number of targets is 125, shot in 2 or 3 days, in 5 rounds of 25 targets each round.</p> <p>After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final stage. Any ties for places 1 to 8 will be decided by a shoot off in accordance with the current rules of Skeet (shoot-offs after qualification – station 4 only).</p> <p>The starting positions in the shoot-offs of tied athletes will be decided by the Qualification Ranking (highest ranking athlete to shoot first). The starting positions of athletes with perfect scores or ties that cannot be broken by the count back rule will be decided by draw.</p> <p>In case of several shoot-offs, the higher position shoot-offs will be shot first.</p>	<p>Innleiðandi umfør eru sambært lógarverki fyri ISSF skeet shotgun, um ikki annað er tilskila.</p> <p>Innleiðandi er 125 dúgvur yvir 2-3 dagar, 5 umfør við 25 dúgvum í hvørjum umfarið.</p> <p>Aftaná innleiðandi fara 8 teir fremstu íðkararnir til finalurnar. Er javnt ímillum pláss 1..8 verður innleiðandi plássini avgjörd við shoot-off (umskjóting) Umskjóting er einans á standplássi 4.</p> <p>Fyrst skjóta íðkarar ið hava hægst innleiðandi tal. Raðfylgjan í millum íðkararnar í shoot-off verður avgjörd við at hyggja eftir innleiðandi umførunum. Tann sum hevur besta seinasta umfar er fyrstur, síðan næst seinasta o.s.fr. (ref. Countback Rule) Er framvegis javnt, verður lutakast um raðfylgjuna.</p> <p>Shoot-offs um tey fremstu plássuni er fyrst.</p>

The 8 qualified athletes in the Final Stage will receive new bib numbers 1-8 as per qualification ranking or any eventual shoot-offs.	Teir 8 íðkarararir sum hava vinnið pláss í finalunum, fáa nýtt start nummar sambært innleiðandi plasering til finaluna.
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<p><u>FINAL STAGE</u></p> <p>The Final stage consists of the Semifinals (Semifinal 1 and Semifinal 2 – 4 athletes each) and the Medal Match (4 athletes). The Final Stage (Semifinal 1, Semifinal 2 and Medal Match) will be conducted on the Finals Range.</p>	<p><u>Finalur</u></p> <p>Finalurnar verða avgreiddar við tveimum semifinalum (semifinala 1 og semifinala 2 við 4 íðkarum í hvørjari finalu) og einari heiðursmerkja finalu við 4 íðkarum. Finalurnar skulu avgreiðast á finalu breytini.</p>
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<p><u>SEMIFINALS (SEMIFINAL 1 – SEMIFINAL 2) – 4 athletes each</u></p> <p>Semifinal 1 will be composed of the athletes in places 1, 3, 5, 7, after the Qualification stage. Semifinal 2 will be composed of the athletes in places 2, 4, 6, 8, after the Qualification stage.</p> <p>Semifinal 1 will be shot first followed by Semifinal 2.</p> <p>Before each Semifinal athletes will observe the targets and test fire.</p> <p>Preparation time limit, for each station: 30 seconds (monitored by an electronic timer as per ISSF rules).</p> <p>Athletes will start from 0 and compete in series of double targets followed by progressive eliminations that continue until the 2 winners are decided, as follows:</p> <p>1st Series: 20 targets The 4 athletes, one behind the other, in bib number order (as per Qualification Ranking) will each shoot in sequence a total of 20 targets (10 doubles) in the following shooting order:</p> <p>Station 3: 4 targets (2 doubles – 1 normal & 1 reverse) Station 4: 2 targets (1 normal double)</p>	<p><u>Semifinalur (1 og 2) við 4 íðkarum í hvørjari</u></p> <p>Semifinala 1 er samansett av íðkarum sum hava pláss nr. 1, 3, 5 og 7 aftaná innleiðandi umførini. Semifinala 2 er samansett av íðkarum sum hava pláss nr. 2, 4, 6 og 8 aftaná innleiðandi umførini.</p> <p>Fyrst verður seimifinala 1 avgreidd, síðani semifinala 2.</p> <p>Áðrenn hvørja semifinalu, kunnu íðkarar síggja dúgvurnar, og skjóta test skot.</p> <p>Íðkari hevur 30 sekund at gera seg klára í, á hvørjum platti. (elektronisk klokka heldur eyga smb.ISSF reglum)</p> <p>Íðkarar byrja við 0 raktum dúgvum, og skulu skjóta duplettir, inntil 2 vinnarar eru eftir.</p> <p>Mannagongdin er henda:</p> <p>1. umfar (20 dúgvur) Teir 4 íðkararnir stilla upp eftir start nummar. (smb. inneiðandi pláss). Skjótast skulu 20 dúgvur (10 duplettir). Raðfylgjan er hendan:</p> <p>Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend) Plattur 4: 2 dúgvur (ein vanlig duplet)</p>
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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)

After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of hits will be eliminated. In case of equal scores, the athlete with the lower Qualification Ranking (highest bib number) is eliminated.

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)

After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits out of the result of the total of 30 targets of the two series (20+10=30 targets) is eliminated.

Any ties for the 3rd eliminated place will be decided by a shoot-off (as per current ISSF Rules for shoot-offs after finals (ISSF Rule 9.18.3.3). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.

The two winning athletes in 1st and 2nd position (from each Semifinal) will qualify for the Medal Match.

The eliminated 4 athletes (2 from each Semifinal), will take places 5,6,7,8 on the basis of their Semifinal result. In case of equal Semifinal results then the places will be decided by the Qualification Ranking.

Plattur 5: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)
Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)
Plattur 4: 2 dúgvur (ein umvend duplet)
Plattur 5: 4 dúgvur (2 duplettir – 1 vanlig og ein umvend)

Aftaná fyrstu 20 dúgvurnar (10 duplettir) verður íðkari sum hefur rakt minst tikin úr finaluni. Er tað javnt, er tað innleiðandi plássi sum avgerð hvør verður tikin út. Tann sum hefur ringast innleiðandi pláss verður tikin út.

2. Umfar (10 dúgvur)

Teir 3 íðkararnir sum eru eftir, skulu síðani skjóta eftir 10 dúgvum aftrat (5 duplettir). Raðfylgjan er hendan:

Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)
Plattur 4: 2 dúgvur (ein vanlig duplet)
Plattur 5: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)

Aftaná næsta umfar á 10 dúgvur (5 duplettir) verður íðkari sum hefur rakt minst av teimum 30 dúgvunum, tikin úr finaluni.

Er tað javnt her, verður shoot-off í millum íðkarar sum eru javnir. Raðfylgjan er eftir innleiðandi plássunum, har tann sum var fremstur byrjar fyrst.

Vinnararnir 1 og 2 frá hvørjari semifinalu, fara víðari til heiðursmerkja finaluna.

Teir 4 íðkararnir sum eru úti aftaná semifinalurnar, fáa pláss 5,6,7 og 8, eftir hvussu nógvar dúgvur teir raktu í semifinaluni.

Er javnt, verður plássi avgjørt eftir innleiðandi plássinum.

MEDAL MATCH – 4 athletes

The starting positions in the Medal Match of the 4 qualified athletes is decided by their Semifinal result (highest SF result will shoot first – lowest bib number). In case of equal Semifinal results, the starting positions will be decided by the Qualification Ranking.

New bib numbers 1-4 will be distributed to the finalists.

Preparation Time Limit for each station: 30 seconds (monitored by an electronic timer as per ISSF rules).

Athletes will start from 0 and compete in series of double targets followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4th place), as follows:

1st Series: 20 targets

The 4 athletes, one behind the other, in bib number order (as per Semi Final result) will each shoot a total of 20 targets (10 doubles) in the following sequence:

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)

After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of hits takes the **4th place**. In case of equal scores, the athlete with the lower Semi Final result (highest bib number) is eliminated.

2nd Series: 10 targets

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

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

Station 4: 2 targets (1 normal double)

Heiðursmerkjafinala – 4 iðkarar

Startræðin í heiðursmerkjafinaluni verður ásett eftir semifinalu úrslitinum. (hægst SF úrslit byrjar fyrst – lægst start nummar)

Um tað er javnt í semifinalu úrslitinum, verður hugt eftir innleiðandi plássinum til semifinalurnar.

Nýtt startnummar 1-4 verður givið til iðkaran.

Iðkari hefur 30 sekund at gera seg klára í, á hvørjum platti. (elektronisk klokka heldur eyga smb.ISSF reglum)

Iðkarar byrja við 0 raktum dúgvum, og skulu skjóta duplettir, inntil vinnarin er funnin. (Gull, silvur og bronsa).

Mannagongdin er henda:

1. umfar (20 dúgvur)

Teir 4 iðkararnir stilla upp eftir start nummar. (smb. SF úrsliti).

Skjótast skulu 20 dúgvur (10 duplettir).

Raðfylgjan er henda:

Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)

Plattur 4: 2 dúgvur (ein vanlig duplet)

Plattur 5: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)

Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)

Plattur 4: 2 dúgvur (ein umvend duplet)

Plattur 5: 4 dúgvur (2 duplettir – 1 vanlig og ein umvend)

Aftaná fyrstu 20 dúgvurnar (10 duplettir) verður iðkari sum hefur rakt minst tikin úr finaluni, og fær 4. plássið í kappingini. Er tað javnt, er tað iðkari við verri semifinalu úrslit sum verður tikin út (hægsta start nummar)

2. umfar(10 dúgvur)

Teir 3 iðkararnir sum eru eftir, skulu síðani skjóta eftir 10 dúgvum aftrat (5 duplettir).

Raðfylgjan er henda:

Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)

Plattur 4: 2 dúgvur (ein vanlig duplet)

<p>Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)</p> <p>After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits out of the result of the total of 30 targets of the two series (20+10=30 targets) is eliminated (Bronze medal decided). In case of equal scores, the athlete with the lower Semi Final result (highest bib number) will take the 3rd place.</p> <p>3rd Series: 10 targets The remaining 2 athletes will continue to shoot in the following sequence composed of 10 targets (5 doubles):</p> <p>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)</p> <p>After the 3rd Series of 10 targets (5 doubles) the athlete with the lowest number of hits out of the result of the total of 40 targets of the three series (20+10+10=40 targets) is eliminated (Silver medal decided) and the winner is awarded the Gold Medal.</p> <p>Any ties for the Gold/Silver will be decided by an immediate shoot off, as per ISSF rules for shoot-offs after finals (ISSF Rule 9.18.3.3). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.</p>	<p>Plattur 5: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)</p> <p>Aftaná næsta umfar á 10 dúgvur (5 duplettir) verður íðkari sum hefur rakt minst av teimum 30 dúgvunum, tikin úr finaluni. Hesin hefur vunnið bronsu heiðursmerki í kappingini. Er tað javnt, er tað íðkari við verri semifinalu úrslit sum verður tikin út (hægsta start nummar)</p> <p>3. umfar(10 dúgvur) Teir 2 íðkararnir sum eru eftir, skulu síðani skjóta eftir 10 dúgvum aftrat (5 duplettir). Raðfylgjan er hendan:</p> <p>Plattur 3: 4 dúgvur (2 duplettir – ein vanlig og ein umvend) Plattur 4: 2 dúgvur (ein umvend duplet) Plattur 5: 4 dúgvur (2 duplettir – ein vanlig og ein umvend)</p> <p>Aftaná triðja umfar á 10 dúgvur (5 duplettir) verður íðkari sum hefur rakt minst av teimum 40 dúgvunum, tikin úr finaluni. Hesin hefur vunnið silvur heiðursmerki í kappingini, og hin hefur vunnið gull heiðursmerki.</p> <p>Er tað javnt um gull/silvur, verður shoot-off. Raðfylgjan er eftir start røðini í heiðursmerkja finaluni. Tann sum hefur lægsta start nummar byrjar fyrst.</p>
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<p>‘Golden Hit’: In case, at any stage of the Medal Match, the winner (gold medal) can be clearly established mathematically from the total number of targets already shot by the two Medal Match participants, before the total number of targets of the Match are completed, then the Match will be stopped and ‘Golden Hit’ will be declared, by the Jury in charge. The gold and silver medal winners will then be announced.</p>	<p>Golden Hit Um úrslitið í heiðursmerkjafinaluni lagar seg soleiðis, at tað er ógjørligt at fáa gullvinnaran aftur samanlagt, og tað eru bara tveir íðkarar eftir í finaluni. So kann høvuðsdómarin steðga finaluni, og útnevna gull og silvur vinnaran, sjálvst um tað eru dúgvur eftir at skjóta.</p>
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REPORTING TIMES, CARTRIDGE CONTROL, PRESENTATION AND COMMENTATING

The eight (8) qualified athletes in the Final Stage or their representatives (coaches or team officials) must report to the Finals Range for cartridge control, at least **30 minutes** before the scheduled Start Time of the Final (Semifinal 1). At this time the Jury will distribute the bib numbers to all the qualified athletes.

The Jury will instruct the athletes or their representatives (coaches or team officials) to place all of their cartridges in numbered boxes (corresponding to their 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 but those participating in the Semifinal 1 must return to the Finals Range at least **15 minutes** before the start of the Final (Semifinal 1).

No additional cartridges may be brought to the FOP.

The 4 qualified athletes of Semifinal 2 must report to the FOP, at the time of the official start time of Semifinal 1.

The 4 finalists participating in the Medal Match must report to the FOP, 10 minutes after the end of Semifinal 2, and after which showing of targets, test fire and presentation will take place.

During presentation the athletes must be ready to walk in before they will be called one by one for their group.

The Jury must make sure, that the athletes are assembled in the correct order.

The athletes will enter the FOP one at a time - as each athlete enters the FOP the announcer will introduce them to the spectators – as they walk in. The athletes must remain facing the spectators until all have been presented, also the Jury Member- in Charge and the Referee.

A one (1) point penalty will be deducted from the score of the first hit target in the Final Stage if any athlete whose cartridges are not presented 30 minutes before the start of the Final (Semifinal 1) and/or if any athlete does not report to the FOP as per stipulated times in these rules.

During the Semifinals and the Medal Match commentating (not more than 1 minute) will take place after each series of five doubles (after station 5).

MUSIC & AUDIENCE SUPPORT

During the Semifinals and the Medal Match, music should be played. The Technical Delegate must approve the music program. Enthusiastic audience support is encouraged and is recommended during the Final Stage.

MALFUNCTIONS DURING THE FINAL STAGE

- 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.

PROTESTS DURING SEMIFINALS & MEDAL MATCH

- 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) The current ISSF VAR Rules (9.18.4) will be followed during both the Semifinals and the Medal Match.

COLOUR OF TARGETS

Qualification stage: Normal targets

Final Stage: Flash targets

IRREGULAR OR DISPUTED CASES

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

Countback Rule

Any ties to be broken by this method must be decided as follows: a) The scores of the last round of 25 targets (Double Trap 15 Doubles) must be compared. The winner is the athlete with the highest score in that round; b) In a case where the tie is still not broken, the round before last must be compared and if still not broken, the round before that and so on; and c) If the results of all the rounds are still equal, ties must be decided by counting backward, target by target, from the last target of the last round (and if necessary, the next to the last

round etc.) until a tie-breaking zero (0) is found. If the tied athletes have zeroes (0) on the same target, the countback shall continue until the tie is broken.