

# **NORDIC SHOOTING REGION**

# **RULES**

**FOR**

# **CLAY TARGET SHOOTING NORDIC TRAP**

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NOTE: Where figures and tables contain specific information, these have the same authority as the numbered rules.

The rules for the Clay Target Shooting - Nordic Trap are based on the ISSF Technical Rules for All Shooting Disciplines and the ISSF Shotgun Rules.

## **9.1.0 GENERAL**

**9.1.1** These Rules are part of the Technical Rules of the NSR and apply to Nordic Trap events.

**9.1.2** All shooters, team leaders and officials must be familiar with the ISSF and NSR Rules and must ensure that these Rules are enforced. It is the responsibility of each shooter to comply with the rules.

**9.1.3** When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.

**9.1.4** Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

## **9.2.0 SAFETY**

### **SAFETY IS OF PARAMOUNT IMPORTANCE.**

### **9.2.1 SAFETY REGULATIONS**

**9.2.1** NSR Rules state only specific safety requirements which are required by the NSR for use in NSR supervised competitions. Necessary and special safety regulations for ranges differs 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 bears the responsibility for safety. Juries and Range officials, Team officials and shooters must be advised of any special regulations.

**9.2.2** The safety of shooters, range personnel and spectators requires continued and careful attention to gun handling and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and team officials to assist in such enforcement.

**9.2.3** In the interest of safety, a Jury Member or a range official may stop the shooting at any time. Shooters and team officials are obliged to notify them immediately of any situation that may be dangerous, or which may cause an accident.

**9.2.4** No one except a Referee, Chief Range Officer, or Jury Member may handle a shooter's equipment, including the shotgun, without the shooter's permission, and then only in their presence and with their knowledge.

**9.2.5** To ensure safety, all shotguns even when empty must be handled with maximum care at all times.

- 9.2.5.1 Shotguns must be loaded only on the shooting station and only then after the command or signal “**START**” is given.
- 9.2.5.2 After the last shot. the shooter must ascertain and the Referee must verify before leaving the shooting station, that there are no cartridges or cartridge cases in the chamber and/or magazine.
- 9.2.5.3 Aiming exercises are permitted, but only with the permission of the Referee and only on the shooting Stations or in the designated area. The handling of guns is not permitted when operating personnel are forward the of the firing line.
- 9.2.5.4 All shotguns must be kept unloaded except on the shooting Station and only then after the command or signal “**START**” has been given.
- 9.2.5.5 During shooting a gun may be put down only after cartridge is removed from the chamber or magazine.
- 9.2.6 When the command or signal to “**STOP**” is given, shooting must stop immediately. All shooters must unload their shotguns and make them safe. Shooting may only be resumed at the appropriate command or signal.
- 9.2.7 The Referees or other appropriate range officials are responsible for giving the commands “**START**”, “**STOP**” and other necessary commands. The Referees must also ascertain that the commands are obeyed and that all shotguns are handled safely. Any shooter who handles a loaded gun after the “**STOP**” command has been given, without the permission of the Referee, may be disqualified.
- 9.2.8 All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection. Ear protectors incorporating any type of radio receiving device are not permitted.
- 9.2.9 All shooters are urged to wear shatterproof shooting glasses or similar eye protection.

### 9.3.0. **RANGE AND TARGET STANDARDS**

- 9.3.1. Technical description of the range for Nordic Trap.
- 9.3.1.1. The range must consist of one (1) trap house and five (5) shooting stations placed on a circle, with the centre five (5) m. in front of the middle of the front edge of the trap house roof, and a radius of fifteen (15) m. and in the same level as the roof of the trap house. (See Figure. 1).

- 9.3.1.2.** The interior measurements of the trap house should be approximately 4 - 5 m from end to end, 2 - 3 m from front to rear, and 2 - 2,10 from the floor to the under side of the roof. These dimensions will allow freedom of movement for working personnel and sufficient storage space for targets. (See Figure 2).
- 9.3.1.3.** In the trap house the trap must be attached to the floor or to the front wall of the pit. The pivot point of the throwing arm (when the trap is set to throw a straight forward target) must be indicated only by a painted mark on the top of the roof.

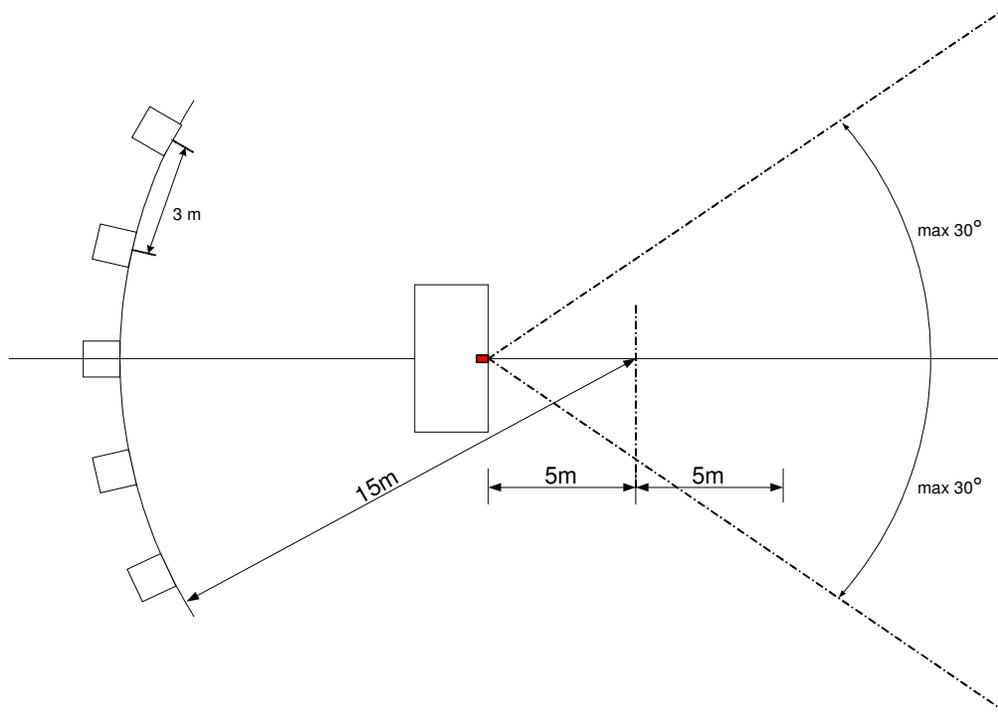


Figure. 1. Shooting range for Nordic Trap

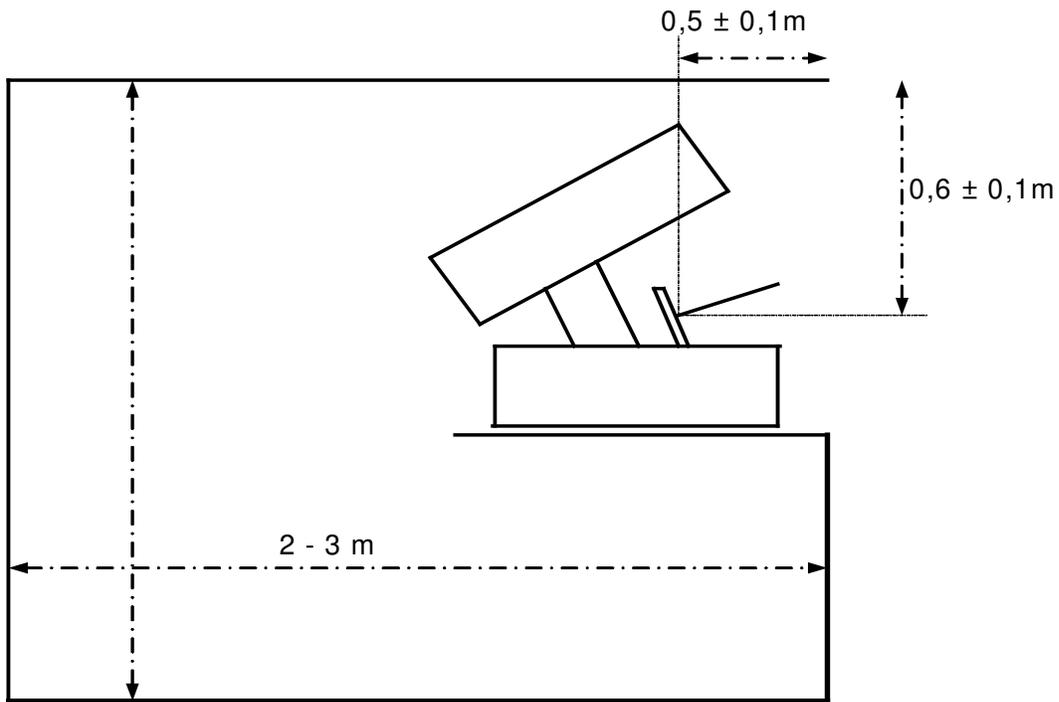
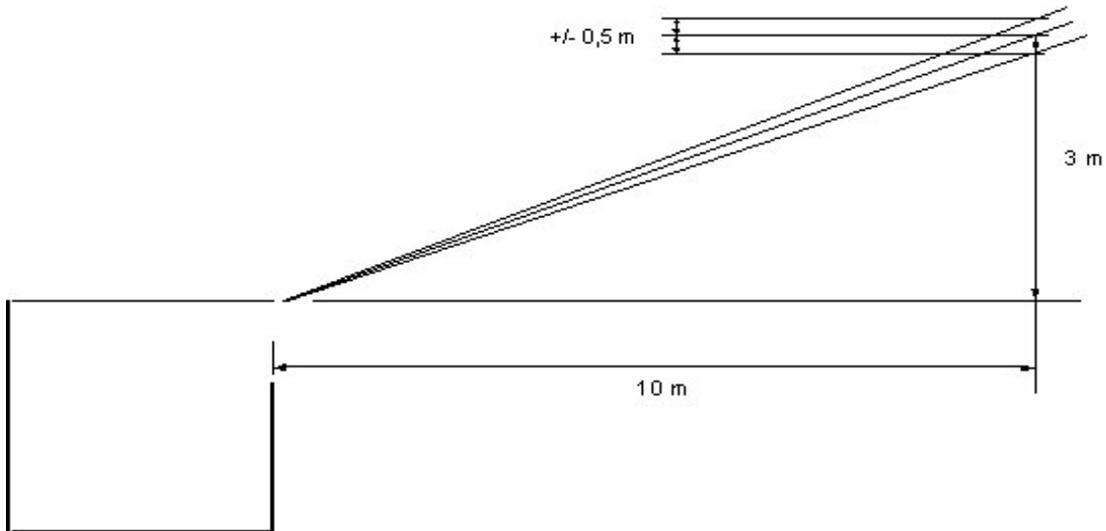


Figure. 2. Cross-section of trap house.

- 9.3.1.4.** The trap must be installed in the pit so that the pivot point of the throwing arm is 0,60 m (+/- 0,10 m) below the top surface of the roof of the trap house and set back 0,50 m (+/- 0,10 m) from the front edge of the roof, when the trap is set to throw a target with three (3)m elevation (See Figure. 2 and 3).



- 9.3.1.5.** The trap must be provided with devices that from throw to throw continuously and unsynchronised will change the adjustment from side to side within the given limits.
- 9.3.1.6.** The trap must be released by an electric-manual or an electric-microphone system. The control system must be placed in such a position that the puller can clearly see and hear the call of the shooter. For all NSR supervised competitions an automatic timer must be used. This device must allow for the release of the targets within an indefinite period varying randomly from instant release up to a maximum of 1,25 (+/-0,25) second after the shooter has called for the target
- 9.3.1.7.** The trap must be adjusted in such a way that the following demands are satisfied under calm weather conditions:
- a) The throwing length must be 45 m (**+/- 1 m**), measured at an elevation of 3 m, 10 m in front of the front edge of the roof of the trap house at right angles to the edge.
  - b) The angles to the right and left must not exceed 30 degrees, seen from the mark that is painted on the roof. (See Figure. 1).
  - c) The elevation must be 3,0 m (**+/- 0,5 m**) above the horizontal plane through the roof of the trap house and measured 10 m in front of this and by a throw straight ahead. (See Figure. 3).
- 9.3.1.8.** The limits for the maximum throwing length and angle must be clearly marked with sticks 1 - 2 m in height.
- 9.3.1.9** 2 - 4 m behind the pathway between station 5 and 1 a barring with rope or similar material must be arranged, and it is the Referees duty to observe, that only the squad and the required assisting personnel are inside this barring.
- 9.3.1.10.** The five shooting stations must be prominently marked with a square 1 m x 1 m. The middle of the front edge of the station must be placed on the circle mentioned in rule 9.3.1.1. The stations are numbered from 1 to 5 from left to right, and the middle point of station 3 must be exactly behind the pivot point of the throwing arm (when the trap is set to throw a straight forward target). The stations must be placed with a space of three (3) m between the middle point of the front edge of the stations. The stations must be firm and level in all directions. Each station must have a block of wood, piece of carpet or rubber about 15 cm square or round upon which the shooter may rest his gun. 3 - 4 m behind the shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 1. Shooters must not pass between the path and the shooting stations. The shooting stations are recommended to have adequate protection from sun and rain.

### **9.3.2 The Clay Target.**

**See ISSF Technical Rules for All Shooting Disciplines art 6.3.2.8 and 6.3.2.9**

## **9.4 EQUIPMENT AND AMMUNITION**

### **9.4.1 General:**

All devices, ammunition or equipment not mentioned in these rules, or which are contrary to the spirit of the ISSF Regulations and Rules are not permitted. The Jury has the right to examine the shooter's ammunition, arms and clothing at any time.

### **9.4.2 Guns**

All types of smooth-bore shotguns, including semi-automatics, may be used provided their caliber does not exceed 12 gauge. Guns of smaller gauges than 12 gauge may be used.

**9.4.2.1** Slings or straps on guns are prohibited.

**9.4.2.2** Guns with magazines must have the magazines blocked so that it is not possible to put more than one (1) cartridge in the magazine.

**9.4.2.3** Changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

**9.4.2.4** The addition of compensators and similar such devices fitted to gun barrels is prohibited in Nordic Trap. Ports in the barrel itself are acceptable providing they are installed by the original manufacturers.

**9.4.2.5** Semiautomatic shotguns shall be equipped with a device that prevents empty shells being thrown at neighbouring shooters and disturbing them.

### **9.4.3 Ammunition – General**

**9.4.3.1** The length of the cartridge case after shooting must not exceed the standard specification of 70 mm. The shot charge must not exceed 24 g (loading tolerance + 0.5g). Pellets must only be spherical in shape, made of other material than lead, and not larger than 2.5 mm in diameter (+ 0.1 mm tolerance). Shots may be plated. Black powder, tracer, incendiary or other speciality type cartridges are prohibited.

**9.4.3.2** No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

**9.4.3.3** The Referee or Jury Member may remove an unfired cartridge from the shooter's gun for inspection.

#### **9.4.4 Clothing**

**9.4.4.1** It is the responsibility of the competitor to appear on the ranges dressed in a dignified manner appropriate to a public event.

**9.4.4.2** Sports trousers, training (warm-up) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Bermuda type shorts which have the bottom of the leg not more than 15cm above the centre of the knee cap are allowed. Shirts, T-shirts and similar garments without sleeves are not permitted.

**9.4.4.3** Start (Bib) Numbers must be worn by all shooters, on their backs and above the waist, at all times while participating in official training or competition. If the Start (Bib) Number is not worn, the shooter may not commence/continue.

**9.4.5** ALL SHOOTERS MUST ALSO COMPLY with the ISSF Eligibility and Sponsorship Rules (SECTION 4 of the ISSF “Official Statutes Rules and Regulations”). This Section covers the rules to compete in NSR supervised competitions and such matters as: Emblems, Sponsorship, Advertising and Commercial Marking of Clothing together with Controls and Sanctions.

#### **9.5.0. COMPETITION OFFICIALS**

##### **9.5.1 Duties and functions of the jury**

**9.5.1.1** To ascertain before the competition starts that the ranges and organization of the competition conform to the NSR regulations.

**9.5.1.2** During the competition:

**9.5.1.2.1** to supervise the competition

**9.5.1.2.2** to ensure the correct application of the shooting regulations and to take decisions in all cases which are not provided for in these rules.

**9.5.1.2.3** To examine the shooters, ammunition, gun and equipment at any time in the shooting area.

**9.5.1.2.4** To make individual decisions in accordance with the spirit and intent of the NSR regulations and rules.

**9.5.1.2.5** to make decisions regarding penalties and sanctions against these competitors who do not adhere to the rules and who conduct themselves in an unsportsmanlike manner.

**9.5.1.2.6** to deal with all protests which are submitted in accordance with the NSR regulations and rules, and to enforce the ISSF Eligibility rules regarding commercial markings on clothing and equipment.

## **9.5.2 Chief Range Officer**

**9.5.2.1** The Chief Range Officer is nominated by the Organizing Committee. He is responsible for all technical and logistic issues with regard to preparation and proper conduct of a competition.

**9.5.2.2** The duties of the Chief Range Officer are the following:

**9.5.2.2.1** to give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the Technical Rules, relevant to the Shotgun championships events;

**9.5.2.2.2** to give direction and supervise the preparation of auxiliary facilities such as gun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;

**9.5.2.2.3** to give direction and supervise the preparation of clay targets for training and competition. Also to provide special targets filled with coloured powder for the Finals rounds.

**9.5.2.2.4** to provide a metric scale which will weigh in decimals the shot charges and clay targets.

**9.5.2.2.5** to provide instruments to check the dimensions of targets and shot.

**9.5.2.2.6** to prepare practice shooting schedules as well as shooting programs for the competition including squadding list.

**9.5.2.2.7** to prepare technical meetings for competition officials and team leaders as well as drawing of lots before the championship starts in cooperation and coordination with the jury.

**9.5.2.2.8** to take decisions, with the Jury's agreement, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons.

**9.5.2.2.9** to appoint, with the Organising committee's agreement, a chief of referees being recruited from a group of Referees nominated.

**9.5.2.2.10** The Chief Range Officer performs all of the above mentioned duties in close cooperation with the Jury, Chief of Referees, the classification office and other staff members.

### **9.5.3 The Referees – Chief of Referees**

#### **9.5.3.1 Chief of Referees**

**9.5.3.1.1** Supervises the Referees

**9.5.3.1.2** Gives instruction and information to the Referees and Assistant Referees, on agreements concerning the organization and the procedures of the competition.

**9.5.3.1.3** Prepares the schedules and assignments for the Referees.

**9.5.3.1.4** Prepares the ranges for the current shooting event;  
Ensures that the traps are adjusted  
Ensures that all systems are functioning properly  
Ensures that all range equipment is on each range and properly placed, i.e., large scoreboard, seats for assistant referees, facilities for the shooters and official scoreboard keepers, etc.

**9.5.3.1.5** Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

**9.5.3.1.6** Make decisions in conjunction with the Jury, such as when and on which ranges a competitor who had to leave his squad to repair a gun malfunction or was declared “**ABSENT**” (see **9.6.1.2**) may be permitted to complete his round

**9.5.3.1.7** To keep the Chief Range Officer informed of any difficulties arising, mechanical or other, on any of the shooting ranges.

#### **9.5.3.2 Referees**

**9.5.3.2.1** The shooting must be conducted by a Referee with wide experience in Shotgun shooting and a thorough knowledge of shotguns. His main function is to make immediate decisions regarding **HIT** or **LOST** targets. The Referee must also make decisions on disabled guns or malfunctions. The Referee may give warnings of rule violations (yellow card) to shooters and must note such warnings on the official range score card. The Referee may not assess penalties or disqualification, which fall under the responsibility of the Jury.

**9.5.3.2.2** The Referee must be assisted by three (3) Assistant who are usually appointed in rotation from among the shooters and preferably from those who have fired in the previous squad. The Organizing Committee may provide qualified Assistant Referees.

**9.5.3.2.3** All shooters must serve in this function when designated.

- 9.5.3.2.4** If a shooter has been designated as an Assistant Referee and fails to present himself to give a plausible reason for refusing to serve or to provide an acceptable substitute, he must be penalized by the deduction of one (1) target from his final result for each such refusal. Subsequent refusals may result in disqualification from the competition.
- 9.5.3.2.5** The main duties of an Assistant Referee is to watch each target thrown and to give, immediately after a shot, a signal if he considers a target is **LOST**. He must observe carefully whether a target is broken before the shot is fired.
- 9.5.3.2.6** One of the Assistant Referees must be placed at each side of the range in a position that he can observe the whole shooting area. The third Assistant Referee must be positioned near the large range score board to ensure that the score keeper is posting the results correctly for each shot.
- 9.5.4** The Referee must make an immediate decision whether targets are **HIT** or **LOST**, whether a repeat target is to be thrown, whether there are irregular targets, or whether there are other deviations from the rules. If possible the Referee must call **NO BIRD** or give some other signal before the shooter fires. Irregular targets require an immediate and very accurate decision by the Referee.
- 9.5.5** A target declared **NO BIRD** by the Referee must always be repeated whether or not it had been hit by the shooter.
- 9.5.6** The Referee must always make the final decision himself. If any Assistant Referee is in disagreement, it is his duty to advise the Referee by lifting an arm or otherwise attracting his attention. The Referee must then arrive at a final decision.
- 9.5.7** In doubtful cases the Referee must consult the Assistant Referees before making a final decision.
- 9.5.8** The Referee's decision may be appealed in matters concerning the interpretation and application of the Rules. The Referee's decisions are final and no appeals are permitted in matters concerning **HIT**, **LOST** or irregular targets.
- 9.5.9** The Referee and the Assistant Referees, under the Jury's control, are responsible for the application of the safety rules and the correct conduct of the competition.

## **9.6.0. SHOOTING EVENT PROCEDURES AND COMPETITION RULES.**

### **9.6.0.1.5 Nordic Trap**

#### **9.6.0.1.5.1 Individual Men and Woman:**

The event consists of *150* targets (and a final round for the 5 best ranked shooters) for NSR Championships shot in *6 (six) (7 (seven))* rounds of 25 targets each. They may be shot in two days with *75 + 75 (100)* targets, or in three days with *50 + 50 + 50 (75)* targets.

The 5 best-ranked shooters shoot a final round of 25 targets.

#### **9.6.0.1.5.2 Team Men and Women:**

Team consists of three shooters per team. The team event result must be decided by the total results of the individual scores of the three team-members over the *150* targets.

**9.6.0.2** One day of official training must be provided.

**9.6.0.3** The shooter must stand with both feet within the shooting Station boundaries.

**9.6.0.4** A regular target is any unbroken target called by the shooter and released according to these Rules.

**9.6.0.5** A broken target is any target which is not whole in accordance with **ISSF Rule 6.3.2.8 and 6.3.2.9**. The shooter receiving a broken target must repeat the shot at a regular target regardless of whether it was hit or missed.

### **9.6.1 Disciplinary regulations - Penalties for Rule violations see 9.9.3**

**9.6.1.1** It is the responsibility of the shooter to be present on the proper Station at the proper time, with all necessary equipment and ammunition to complete the round, and ready to shoot.

**9.6.1.2** If a shooter is not present on the station when his name is called, the Referee must have the shooter's number and name called out loudly three (3) times within one (1) minute. If the shooter does not appear within the three calls, the Referee must declare him "**ABSENT**" loudly. From that moment the shooter is declared "**ABSENT**" he must not be allowed to join the squad and shooting must begin without him. He may be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees but the shooter must be penalized with a deduction of three (3) targets. The penalty must be deducted from the result of the make up round.

**9.6.1.3** If a shooter arrives late for a competition and it can be proved that the lateness was due to circumstances beyond his control, the Jury must whenever possible give him the opportunity to take part without disruption of the overall shooting program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be deducted.

- 9.6.1.4** A competitor who is declared “**ABSENT**” must present himself to the Chief of Referees before the squad has finished that round, and request permission to shoot the missed round. Failure to do so may result in disqualification from the competition.
- 9.6.1.4.1** If a shooter uses guns or ammunition which are not in accordance with **Rules 9.4.2** and **9.4.3** all targets fired at with such guns or such ammunition may be scored as **LOST**. If the Jury finds that the shooter has committed such a violation deliberately, it may disqualify him from the competition. If, however, the Jury finds that the shooter could not reasonably be aware of the fault and that he, through the fault, has attained no essential advantage, the Jury may decide to ignore the fault.
- 9.6.1.5** If the shooter leaves his squad for one of the reasons cited in Rule **9.8.4** or for other reasons specified in these Rules, he must be permitted to shoot the remaining targets at a later time.
- 9.6.1.6** If the shooter leaves his squad without one of the reasons cited in these Rules, or without a reason accepted and approved by the Referee, all remaining targets all remaining targets of the round must be scored as misses (LOST).
- 9.6.1.7** All other violations which are not included in the preceding rules **9.6.1.2**, **9.6.1.4**, **9.6.1.5**, **9.6.1.6** or in other specific Rules, must be cause for a warning to be given the shooter who has committed them for the first time. Subsequent occurrences during the same round must each be penalized by one (1) target.
- 9.6.1.8** Unsportsmanlike conduct or deliberate attempt to evade the spirit of these rules may incor a warning, a deduction of target(s), or diqualification from the competition based on the decision of the Jury or Jyry of Appeal.
- 9.6.8** **Control of traps:**
- 9.6.8.1** Target distances, angles and elevations must be controlled, approved and sealed by the Clay Target Jury before the start of the competition.
- 9.6.9** **Conduct of a Round of Nordic Trap:**
- 9.6.9.1** Squads which are composed of less than 5 official shooters in the drawing of lots may be filled with proficient shooters for the duration of the competition. These auxiliary shooters should have scores posted in normal manner on the large range score board and the official scorecard in order to provide continuity. However, their names or nationality must not be listed in any document.
- 9.6.9.2** Immediately before the first round of each day is started there must be thrown one (1) trial target.

- 9.6.9.3** At the beginning of each round the shooters must take positions on stations 1 to 5 in the sequence which is indicated in the starting list. The Referee must control that everyone in the squad is present and positioned on the right station. Hereafter trial shots may be fired, but only in the first round of each day.
- 9.6.9.4** The shooting is accomplished in such a way that the shooters will shoot in sequence. The shooter on station 1 begins, and when he has shot at a regular target the shooter on station 2 proceeds etc. etc.
- 9.6.9.5** The shooter must, when he has positioned himself on the station, prepare his shooting by loading his gun. It is only allowed to load with one (1) cartridge. The shooter must under no conditions close the gun, before the shooter before him has shot at a regular target, or the Referee has indicated that he is allowed to shoot.
- 9.6.9.6** **Ready Position**
- 9.6.9.6.1** Until the target appears the competitor must stand in the ready position with both feet within the shooting station boundaries, holding the gun with both hands (see Figure 4). The gun stock must be in contact with the body of the shooter with the toe of the stock on or below the marking tape (see Figure 4) and must remain in that position until the target appears.
- 9.6.9.6.2** No prolongation of the gun butt is permitted. To aid the Referee in controlling the position of the gun, a marker tape 25-30 cm long and 2-3 cm wide must be permanently affixed (see Figure. 4) on the right side of the outer garment (left side for left handed shooters) below the tip of the elbow. The outer garment is any shooting coat, vest, sweater, shirt, etc. which is worn by the shooter and visible to the Referee and Jury during the shooting.

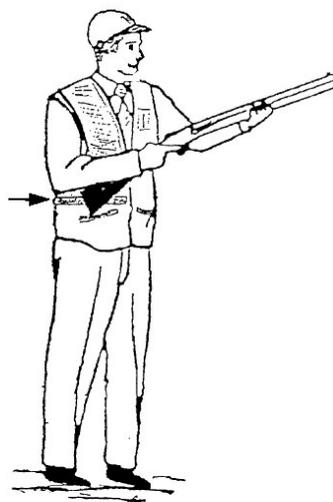


Figure 4. Ready Position

- 9.6.9.6.3**      **The correct position of the Marker Tape must be checked as follows**
- 9.6.9.6.3.1**      any pockets of the outer garment must be empty.
- 9.6.9.6.3.2**      the trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders.
- 9.6.9.6.3.3**      the Marker Tape must be affixed permanently, horizontally below the tip of the elbow (see Figure 4). An indelible mark must be made on the shooting vest below the Marker Tape.
- 9.6.9.6.3.4**      All illegal markers will be required to be properly positioned and subjected to re-check.
- 9.6.9.7**          When the shooter is ready to fire, he must call crisply and loudly “PULL”, “LOS”, “GO”, or some other signal or command, after which the target must be thrown within an indefinite period varying randomly from instant release up to a maximum of 1.5 seconds (see 9.3.1.6).
- 9.6.9.8**          A shooter must position himself, load his gun and call for his target within 10 seconds after the shooter to his left has fired at a regular target or after the Referee has given the signal to “**START**”. In case of non-compliance with this time limit, the penalties provided in ISSF Rule 9.6.1.7. will be applied.
- 9.6.9.9**          When a shooter has called for his target it must be released within a time not exceeding 1.5 seconds. (Rule 9.3.1.6.).
- 9.6.9.10**        If a target is not released within the proper time (0-1.5 seconds) after the shooter’s call, the shooter may refuse the target by changing his ready position (lowering the gunstock from the marking tape and opening the gun). It is not allowed to follow or point with the gun at a target released “too early” or “too late” without shooting. Rule 9.6.1.7 will apply.
- 9.6.9.11**        Only one (1) shot is allowed for each target.
- 9.6.9.12**        When the five shooters on the squad have shot at five (5) regular targets from the same station, the Referee must command “CHANGE”, and the shooter on stand one (1) will move to stand two (2) etc. the shooter on stand five (5) will move to stand one (1). The shooting continues with the first shooter on the squad according to the starting list, i.e. the shooter now standing on stand two (2) etc.
- 9.6.9.13**        No shooter may disturb other shooters or competition officials during the shooting or when changing from one shooting station to another.
- 9.6.9.14**        If the shooting in a round is interrupted for more than 5 minutes because of a technical malfunction that is not the fault of a shooter, the squad must be allowed to view one (1) regular target before the competition resumes. A shooter may also ask to have one trial target thrown after each irregular target, (See rule 9.6.9.2.)
- 9.6.9.15**        When the squad has terminated the round, the shooters must not leave the range until the Referee has controlled and announced the result, and pointed out the shooters who will serve as Assistant Referees in the next round.

**9.6.10. Regular / Irregular target:**

**9.6.10.1** A regular target is any unbroken target called by the shooter and released according to these rules.

**9.6.10.2** Any target flying along a path other than that specified in rule 9.3.1.7. in angle, elevation and distance must be considered irregular.

**9.6.10.3** A broken target is any target, which is not whole in accordance with Rule 9.3.2. The shooter receiving a broken target must repeat the shot on a regular target regardless of whether he hit or missed it.

**9.6.11. HIT - LOST target:**

**9.6.11.1** A target is declared “**HIT**” when it is thrown and shot at according to the Rules and at least one visible piece is broken from it.

**9.6.11.2** A target is declared “**LOST**” when:

**9.6.11.2.1** It is not hit during the flight.

**9.6.11.2.2** It is only “dusted” and no visible piece is broken from it.

**9.6.11.2.3** The shooter does not fire at a regular target for which he has called.

**9.6.11.2.4** The shooter is not able to fire his gun, because he has not released the safety, has forgotten to load or has failed to cock his gun.

**9.6.11.2.5** A malfunction of the gun or the ammunition occurs and the shooter opens the gun or touches the safety before the Referee has examined the gun. (See Rule 9.8.1).

**9.6.11.2.6** It is the third (3<sup>rd</sup>) or subsequent malfunction of the gun or the ammunition for the same shooter in a 25 target round. (See Rule 9.8.5.2.)

**9.6.11.2.7** The shooter does not fire for any other reason.

**9.6.12. NO BIRD:**

**9.6.12.1** A **NO BIRD** target is one which is not thrown according to these Rules. The **NO BIRD** decision is always the Referee’s responsibility.

**9.6.12.2** A target declared **NO BIRD** by the Referee must always be repeated, whether the shooter has fired or not and regardless of whether or not the target was hit.

**9.6.12.3** If a target is declared **NO BIRD** another target must be thrown according to the following conditions:

**9.6.12.4** Another target must be thrown **WHETHER OR NOT THE SHOOTER HAS FIRED** when:

**9.6.12.4.1** A “broken target” or an irregular target emerges.

**9.6.12.4.2** Two or more targets are thrown simultaneously from the same range.

**9.6.12.4.3** The target is of a distinctly different colour from that of the others used in the competition and training.

**9.6.12.4.4** A shooter fires out of turn.

- 9.6.12.5** A repeat target may be thrown **PROVIDED THE SHOOTER HAS NOT FIRED** when:
- 9.6.12.5.1** The target is thrown before the shooter calls.
- 9.6.12.5.2** The target is not thrown immediately after the call and, the shooter refuses it by changing his ready position. (See Rule 9.6.9.10.)
- 9.6.12.6** Another target must be thrown **EVEN IF THE SHOOTER HAS FIRED** when:
- 9.6.12.6.1** The shooter has been visibly disturbed.
- Note:** Targets and target pieces from neighbouring ranges are not disturbing elements, unless they hit the shooter, or are very close hitting him or his gun.
- 9.6.12.6.2** Another shooter has fired at his target.
- 9.6.12.6.3** The Referee is unable, for any reason whatsoever, to rule whether the target is **HIT, LOST** or **NO BIRD**. In this case, before making a final decision, the Referee must consult the assistant Referees.
- 9.6.12.6.4** When the shooter's turn comes and he discharges a shot involuntarily before he has called for his target. Accidental discharges may be cause for penalty or disqualification from a competition for unsafe gun or gun handling.

## **9.7.0. PRE-MATCH ADMINISTRATION (SQUADDING)**

- 9.7.1** Shooters and Team Officials must be informed of the exact shooting time schedules and allocated firing positions within the squads no later than 12:00 hours the day preceding the competition. This also applies for official practice.
- 9.7.2** Team officials must submit final entries with the name of the shooters for individual and/or team event to the Organizing Committee at least two (2) days before the start of the event (see ISSF rule 3.7.6.3).
- 9.7.3** If it should become necessary to change the shooting schedule, the shooters must be informed no later than 17:00 hours on the day preceding the competition or the official practice. This rule also applies in the case of eliminations.
- 9.7.4** If a shooter has fired his first shot in the competition and must withdraw, he may not be replaced. This rule must also apply for competitions composed of several parts or carried out over several days.
- 9.7.5** It is the shooter's responsibility to be on the proper station at the right time and with sufficient ammunition and the necessary equipment.

**9.7.6** Once shooting has been started it must continue without interruption according to the program, except for mechanical breakdown. Only the Chief of Referees may interrupt the shooting, with the Jury's approval, in the event of heavy rain or storm.

**9.7.7 Shooting order - Squadding**

**9.7.7.1** A squad normally consists of 5 shooters except when the drawing does not permit an even distribution.

**9.7.7.2** In NSR supervised competitions, the drawing for the qualification rounds must be made so that the shooters of each country are distributed in such a way that no squad will contain more than one (1) shooter from each nation.

**9.7.7.3** The allocation of shooters to firing points and and shooting schedule must be done by the drawing of lots.

**9.7.7.4** The random selection of ranges and the division of the rounds must be made under the supervision of the Technical Delegate(s), with a computer program suited for this purpose.

**9.7.7.5** The shooting order of the squads and within the squads must also be changed from day to day by the Organizing Committee under the supervision of the Jury. This can be by either having the squads and members of each squad shoot in reverse order, or by splitting the squads.

**9.8.0. MALFUNCTIONS**

**9.8.1** In the event of misfire due to any reason, the shooter must remain standing with the gun pointing to the target flight area without opening the gun or touching the safety until the Referee has inspected the gun.

**9.8.2 Disabled Shotguns and Malfunctions**

**9.8.2.1** A Shotgun must be considered disabled if:

**9.8.2.1.1** it cannot be fired safely

**9.8.2.1.2** it fails to fire

**9.8.2.1.3** it fails to eject due to a mechanical defect

**9.8.2.2** The following are not considered malfunctions:

**9.8.2.2.1** faulty manipulation by the shooter

**9.8.2.2.2** failure to place a cartridge in the correct chamber of the gun

**9.8.2.2.3** empty shell in the chamber

**9.8.2.3** Decisions on disabled shotguns or malfunctions must be made by the Referee (see Rule 9.5.3.2.1).

**9.8.3 Ammunition**

The following are considered ammunition malfunctions when the firing pin indentation is clearly noticeable and:

- 9.8.3.1 only the primer fires or shows indications of indentation
- 9.8.3.2 the powder charge is omitted
- 9.8.3.3 the powder charge is not ignited
- 9.8.3.4 some components of the load remain in the barrel
- 9.8.3.5 Cartridges of the wrong size are not considered defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may subject the individual to penalties for careless gun handling).

**9.8.4 Actions after Malfunctions are Declared**

- 9.8.4.1 If the Referee decides that the disabled gun or malfunctioning of gun or ammunition is not the fault of the shooter, and that the gun is not repairable quickly enough, the shooter may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared disabled.
- 9.8.4.2 or, the shooter may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time determined by the Chief of Referees.

**9.8.5 Number of Malfunctions Allowed**

- 9.8.5.1 The shooter is allowed a maximum of two (2) malfunctions per round whether or not he has changed his gun or ammunition.
- 9.8.5.2 Any regular target on which any additional malfunction of gun or ammunition occurs will be declared **LOST** whether or not the shooter attempted to fire.

**9.9.0 RULES OF CONDUCT FOR SHOOTERS AND TEAM OFFICIALS**

Rules of conduct deals with discipline on the shooting station, infringement of Rules or safety regulations. In case of rule violations, warnings (yellow card) may be given by a Jury Member, Referee or Range Officer. Penalties, deduction of points or targets etc., and disqualification may be imposed by the Jury or Jury of Appeal.

- 9.9.1 Each team must have a Team Leader who is responsible for maintaining discipline within the team. A shooter may be appointed as a Team Leader. The Team Leader must cooperate with range officials at all times in the interest of safety, efficient operation of the competition and good sportsmanship. A Team Leader is responsible for all official affairs concerning the team.
- 9.9.1.1 It is the responsibility of Team Leaders to be thoroughly familiar of the Rules and the program. Team leaders are further responsible for seeing that their shooters present themselves at their shooting stations at the proper time with proper equipment. If a team is small and does not have a non-competing leader, one of the shooters should be designated as Team Leader before the competition begins.

- 9.9.1.2 The Team Leader has the responsibility of**
- 9.9.1.2.1** completing the necessary entries with accurate information and to submit them to the appropriate officials within the designated time limit.
  - 9.9.1.2.2** checking the scores and filing protests, if necessary.
  - 9.9.1.2.3** checking preliminary and official bulletins, scores and announcements.
  - 9.9.1.2.4** receiving official information and requests and passing them on to team members.
- 9.9.2** Coaching is not allowed in NSR supervised competitions while the shooter is in the shooting area. Trainers and coaches are not permitted inside the shooting areas.
- 9.9.2.1** If a team official wishes to speak with a team member in the shooting area, the team official must not contact the shooter directly or talk with the shooter. The team official must obtain permission from the Referee or Jury Member, who will call the shooter off the shooting area.
  - 9.9.2.2** If a team official or shooter violates the rules concerning coaching, a warning must be issued the first time. In repeated cases one (1) target must be deducted from the shooters score and the team official must leave the vicinity of the shooting range.
  - 9.9.2.3 Sound Producing Equipment**  
  
Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited during competitions and official training.
  - 9.9.2.4** The use of **mobile telephones**, walkie-talkies or similar devices by competitors, coaches and team officials within the competition area or in hearing distance of the competition area, is prohibited. All mobile telephones must be switched OFF.
  - 9.9.2.5** Smoking is prohibited on the ranges including the spectator area.
- 9.9.3 Penalties for Rule violations – Disciplinary Regulations see 9.6.1**  
In case of violations of the rules or instructions of Referees or the Jury, the penalties may be imposed on the shooter as follows:
- 9.9.3.1** An official warning expressed by a Jury member, Referee or Range Officer showing a yellow card with the word "**WARNING**". This must be recorded on an Incident Report and noted on the Range Register by the Jury member.
    - 9.9.3.1.1** A warning to the shooter must be **expressed in terms** that will leave no doubt that it is an official **WARNING** and the yellow card must be shown. However, it is not necessary to precede other penalties with a warning.
  - 9.9.3.2** Deduction of points from the score, expressed by a Jury member showing a green card with the word **DEDUCTION**. This must be recorded on an Incident Report and noted on the Range Register by the Jury member.

- 9.9.3.3** Disqualification, expressed by a Jury member showing a red card with the word **DISQUALIFICATION**. A Disqualification may only be given by decision of a majority of the Jury.
- 9.9.3.3.1** In the case of a **disqualification in the Final** the shooter will be ranked at the last place of the participating finalists and may retain his qualification score.
- 9.9.3.4** The size of the cards should be approximately 70 mm x 100 mm.
- 9.9.3.5** **Infringements should normally be graded by the Jury.**
- 9.9.3.5.1** In the case of **open violations** of the Rules (guns, clothing, position, coaching etc) an official **WARNING** must first be given so that the shooter may have the opportunity to correct the fault. If the shooter does not correct the fault within the stipulated time, one (1) target must be deducted from his score. If the shooter still does not correct the fault, disqualification must be imposed.
- 9.9.3.5.2** In the case of **concealed violations** of the Rules, when the fault is deliberately concealed, disqualification must be imposed.
- 9.9.3.6** If a shooter **impedes another shooter** in an unsportsmanlike manner when the latter is shooting, one (1) target must be deducted. If the incident is repeated, disqualification must be imposed.
- 9.9.3.7** If, when asked to give an explanation for an incident, a shooter consciously and knowingly gives **false information**, one (1) target must be deducted. In serious cases, disqualification may be imposed.
- 9.9.3.8** If a shooter handles a gun in a **dangerous manner** or violates any **safety rules**, the shooter may be disqualified by the Jury.
- 9.9.4** **Rules for Handling Shotguns** see also Safety rules 9.2.0
- 9.9.4.1** All guns, even when empty, must be handled with the greatest of care.
- 9.9.4.2** Conventional double barrel guns must be carried with the breech open, and semi-automatic guns with the breech bolt open and the muzzle pointed in a safe direction, up or down towards the ground.
- 9.9.4.3** Guns not in use must be placed in a gun stand.
- 9.9.4.4** It is forbidden to touch or handle another shooter's gun, without the owner's permission except under Rule **9.2.4**.
- 9.9.5** **Shooting and aiming**
- 9.9.5.1** Aiming is permitted only on the shooting station or in a designated area (see Rule 9.2.5.3).
- 9.9.5.2** Shots may be fired only when it is the shooter's turn and the target has been thrown.
- 9.9.5.3** Aiming or shooting at another shooter's targets is prohibited.
- 9.9.5.4** Deliberately aiming or shooting at live birds or other animals is prohibited.

- 9.9.5.5** Test firing of guns is permitted for each shooter one (1) time only, before his/her first shooting round at the beginning of each day of competition, but only with the permission of the Referee.
- 9.9.6** Cartridges must not be placed in any part of the gun until the shooter is standing on the shooting station, facing the traps with the gun pointed towards the target flight area, and after the Referee has given permission to load/start.
- 9.9.7** The shooter must not turn from the shooting station before his gun is opened. When shooting is interrupted, the gun must be opened. No gun may be closed until the order to continue has been given.
- 9.9.8** Shooters must not cause any interruption of the shooting other than those allowed in these Rules and must restrict their conversation to calling for their targets, reporting **READY**, making a protest or answering the questions of the Referee.
- 9.9.9** The shooter must not close his gun before the shooter preceding him has fired at a regular target.
- 9.9.10** All guns must be carried open and unloaded when moving from one station to another.

**9.10.0 SPARE**

**9.11.0 SCORING PROCEDURES**

**9.11.1 For individual events:**

For each shooter the results of each round must be recorded legibly on official scorecards. At the end of the event the total of targets hit by each individual shooter must be entered and the scores ranked in descending order of merit.

**9.11.2 For team events:**

Scores of each team member must be entered according to the method indicated in Rule **9.11.1**. Team scores must be ranked in descending order of merit according to the total of targets hit by all the members of each team.

### **9.11.3 Scoring:**

Scoring is done officially on each range for each round of 25 targets. In NSR Championship events scores must be kept on each range by two (2) separate persons. One person must maintain a permanent official scorecard, the second person must maintain a large scoreboard for the benefit of the shooters and spectators. The person entering scores on the official scorecard must be in positioned at the rear of the firing line near the Referee. Each scorer must mark the card or board independently based on the decisions given by the Referee. At the conclusion of each round the results must be compared and any discrepancy must be resolved before the official card is delivered to the Classification Office. The scores shown on the large score board must prevail if there are unresolved differences. It is the duty of the Assistant Referee nearest the large scoreboard to ensure that the scorer is posting the Referees decisions correctly.

**9.11.4** When a round has been completed and the results have been compared and read aloud, the Referee and each shooter must sign or initial the score card so that it can be returned to the Classification Office quickly. Failure to sign the card before it leaves the range eliminates all rights to protest scores other than scores erroneously posted from the score cards.

### **9.11.5 The Classification Office:**

The classification work is the responsibility of the Classification Office. It is the duty of the Classification Office to:

**9.11.5.1** Prepare a list of shooters and assign start numbers to each.

**9.11.5.2** Assist the Chief Range Officer and the Jury in drawing of lots to squad the shooters.

**9.11.5.3** Prepare score cards for each squad.

**9.11.5.4** Ensure that the proper score card is with the correct squad on the correct range.

**9.11.5.5** Receive and verify result and total the targets hit at the end of a round.

**9.11.5.6** Tabulate scores and post preliminary scores on the public bulletin board immediately. Total the official scores daily within the shortest possible time.

**9.11.5.7** Prepare an accurate preliminary results bulletin for distribution to the press, and team officials each day.

**9.11.5.8** Prepare and publish an accurate final results bulletin immediately after the completion of an event and at the close of any applicable protest period.

**9.11.5.9** Must publish, as soon as possible, the correct final results lists. They must contain the full family name, full first name, (without abbreviations), start numbers and the IOC abbreviations of the shooter's Nation.

**9.11.5.10** One copy of the official result lists must be sent to the NSR Secretariat by Fax or e-mail, immediately after it has been verified, but not later than the end of the last competition day.

**9.11.5.11** Three (3) copies of the complete official result lists must be send to the NSR Secretariat immediately upon conclusion, at the latest within three (3) days after the completion of the events.

## **9.12.0 TIE BREAKING**

### **9.12.1 Ties in competitions with finals**

Ties in competitions with finals will be decided as follows:

#### **9.12.1.1 Ties before the finals**

Ties among two or more shooters when there are less or equal number of shooters than corresponding places in the finals must be decided according to Rule 9.12.1.1.2 i.e. two shooters tied for second position.

If ties can't be broken according to rule 9.12.1.1.1 i.e. two or more shooters have perfect scores, the jury will decide the shooting order for these shooters by drawing of lots.

When there are more than 5 shooters eligible for the Finals because of tied scores, i.e. more tied shooters than corresponding places, these ties must be broken by shoot off in accordance with Rule 9.12.1.2.2. For example four shooters tied for 4<sup>th</sup> and 5<sup>th</sup> position.

**9.12.1.1.1** After a shoot off to determine the five participants in the Finals the shoot off result will decide the ranking of all shooters participating in this shoot off. Remaining ties on 6<sup>th</sup> or lower place will be decided by the count back rule 9.12.1.1.2

**9.12.1.1.2** Individual 6<sup>th</sup> and lower place ties must be broken by the scores of the last round of 25 targets. In case the tie is not broken, the round before the last must be counted, etc. If the result of all rounds are equal, ties must be decided by counting from the first target of the last round (next to the last round etc) forward until a "zero" is found (count back rule). The shooter with the most hits in succession must be given the higher place.

#### **9.12.1.2 Ties after the Finals series**

Ties for the first 5 places in the Finals will be decided according to Rules 9.12.1.2.1 and 9.12.1.2.5

- 9.12.1.2.1** In case of tied scores after the Finals series the shooters who are tied will shoot off until the tie is broken. Starting positions will be decided by lot drawn by the Jury. When several shooters are tied for more than one ranking place, e.g. two tied for second place (place 2 and 3) and two shooters tied for fourth place (places 4 and 5), they will all shoot off consecutively on the same range to determine the individual ranking. The tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are broken. In the shoot off the shooter, who has to continue the shooting, must position himself, load his gun and call for target within a **MAXIMUM of 10 SECONDS** after the preceding shooter finished his shot(s).
- 9.12.1.2.5** All tied shooters will start shooting one by one from station 1 in the order that will be decided by the jury by drawing of lots. Every shooter must shoot at the same number of targets and from the same number of stations. A shooter who misses a target is the loser and is given the lower ranking of the tied shooters. All those who remain tied will continue until all ties are broken. After five targets all shooters move on to the next station.
- 9.12.2 Ties in competitions without Finals**
- Ties in other competitions without Finals will be decided as follows:
- 9.12.2.1** Ties with perfect scores will not be broken. These will share first place and an appropriate number of spaces left unnumbered before the next placing is numbered.
- 9.12.2.2** Ties for the first three places must be decided by a shoot off. All shooters tied for third place or higher will be ranked according to the score from the shoot off series. The shoot off will go on until all ties among all these shooters are broken.
- 9.12.2.3** If the shoot off time is not announced in advance, the shooters involved must remain in touch with the Jury, whether personally or through their Team Leader in order to be **READY** to shoot when the shoot off is called. Shoot offs should be started within a maximum of 30 minutes after regular shooting is completed
- 9.12.2.4** In a shoot off for tied results, after the referee has given the signal to **START**, or after the preceding shooter has fired at a regular target, a shooter must position himself, load his gun and call for target **within 10 (ten) seconds**. In case of non-compliance with this time limit the penalties of Rule 9.6.1.7 will be applied.

**9.12.2.7.1** If two or more shooters have equal scores for the first three places in the event, all tied shooters will start shooting one by one from station 1 in the order that will be decided by the jury by drawing of lots. Every shooter must shoot at the same number of targets and from the same number of stations. The shooter who hits the least number of targets on the respective station is the loser and is given the lower ranking. All those who remain tied will continue until all ties are broken. After five targets all shooters move on to the next station.

**9.12.2.8** Individual 4<sup>TH</sup> and lower ties must be broken by scores of the last round of 25 targets if these are not decided by a shoot off for 3<sup>rd</sup> place or higher (see **9.12.2.2**). In case the tie is not broken the round before the last must be counted, etc. If the results of all rounds are equal, ties must be decided by counting from the first target of the last round (next to the last round etc.) forward until a "zero" is found. The shooter with the most hits in succession must be given the higher place.

**9.12.4 Team Ties:**

If two or more teams have the same scores, ranking must be decided by the combined score of the team members in the last round of 25 targets, then by the next to the last round etc. until the tie is broken.

**9.13.0 PROTESTS AND APPEALS**

**9.13.1 Protest fee**

Appeals	US\$ 50.- or its local equivalent.
Other Protests	US\$ 25.- or its local equivalent

The fee for the matter in question must be returned if the protest/appeal is upheld or will be retained by the Organizing Committee if the appeal is denied.

**9.13.1.1 Verbal Protests**

Any shooter or team official has the right to protest a condition of the competition, decision or action, immediately and verbally to a competition official, Range Officer, Referee or Jury Member. Such protests may be submitted on the following matters:

**9.13.1.2** A shooter or team official considers that the NSR Rules or competition program were not followed in conducting the competition.

**9.13.1.3** A shooter or team official does not agree with a decision or action by a competition official, Range Officer or Jury Member.

**9.13.1.4** A shooter was impeded or disturbed by other shooter(s), competition official(s), spectator(s), member(s) of the media or other person(s) or cause(s).

- 9.13.1.5** A Shooter had a long interruption in shooting caused by range equipment failure, the clarification of irregularities or other cause(s).
- 9.13.1.6** Competition officials, Referees, Range Officers and Jury Members must consider verbal protests immediately. They may take immediate action to correct the situation or refer the protest to the full Jury for decision. In such cases, a Range Officer, Referee or Jury Member may stop the shooting temporarily if necessary.
- 9.13.2** If a shooter disagrees with a Referee's decision, a protest may be initiated by raising an arm and saying "**PROTEST**". The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. There is no appeal against a decision on **HIT** or **LOST** target. The Referee's decision is final. Retrieving clay targets from the range to determine whether or not it has been hit is not allowed.
- 9.13.2.1** If the shooter or Team Leader is not satisfied with the final decision of the Referee, except for "**HIT**", "**LOST**" or **IRREGULAR** targets, they must not delay the shooting. They may make a notation on the scorecard that the shooter is continuing under protest. The protest must be resolved by the Shotgun Jury.
- 9.13.2.2** Protests to the Shotgun Jury may be made verbally or in writing. Either must be accompanied by a fee in accordance with **9.13.1**. A written protest must be submitted before a Jury decision can be appealed to the Jury of Appeal. If the protest is upheld the fee will be returned; if the protest is denied the fee will be turned over to the organising committee together with the written protest and the Jury's decision.
- 9.13.2.3** If the shooter or Team Leader is dissatisfied with the decision of the Shotgun Jury, he may appeal in writing to the Jury of Appeal.
- 9.13.3** **Written protests:**
- Any shooter or team official who does not agree with the action or decision taken on a verbal protest may protest in writing to the Jury. Any shooter or team official also has the right to submit a written protest without making a verbal protest. All written protests must be submitted not later than thirty (30) minutes after the matter in question.
- 9.13.3.1** The Organizing Committee must supply printed forms for use in submitting written protests.
- 9.13.3.2** Written protests must be decided by a majority of the Jury.
- 9.13.4** **Appeals**
- In the event of a disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal. Such appeals must be submitted in writing by the Team Leader or a representative not later than one (1) hour after the Jury decision has been announced. In special circumstances, the time for submitting appeals may be extended up to 24 hours by decision of the Jury of Appeal. Such decision can postpone the victory ceremony for the event under appeal.

- 9.13.5**      **The decision of the Jury of Appeal is final.** The penalty may be reduced or increased.
- 9.13.6**      Copies of all decisions in response to written protests and appeals must be forwarded by the Organising Committee or the Technical Delegate to the NSR Secretariat together with the Final Report and results lists for review by the Technical Committee.
- 9.14.0**      **FINALS**
- 9.14.1**      **A final round consists of 25 targets for both men and women**
- 9.14.2**      **Qualification**  
The full program must be shot as a Qualification Round for the finals.
- 9.14.3**      **Finalists in the event:** five(5) Competitors
- 9.14.3.1**    **Starting Positions**  
The shooters who qualified for the finals will have the following start positions according to their qualification ranking:  
**5 – 4 – 3 – 2 – 1**
- 9.14.4**      **Finals Events – Programme**  
  
All range commands will be given in the English language.
- 9.14.4.1**    **Reporting To the Range For The Finals**  
  
Team Leaders are responsible for presenting their shooters to the Preparation Area, and report to the Jury at least twenty (20) minutes before the scheduled starting time, complete with all their shooting equipment needed for the final event. They must be properly dressed and have only the required shooting equipment.
- 9.14.4.1.1** **Reporting time** must be printed in the official shooting program. Any delay must be announced and posted on the Final range.
- 9.14.5**      **Starting Time** begins with the command LOAD for the first competition shot and must be printed in the official shooting programme. Any delay must be announced and posted on the Final range.
- 9.14.5.1**    Any finalist who is not in his assigned position and ready to shoot at the official starting time is automatically given the last place in the Finals results using his qualification score and he is not allowed to participate in the Final.
- 9.14.6**      **Competition procedures**  
  
The same procedures as in the qualification rounds will be applied.
- 9.14.6.1**    In Final events targets containing **coloured powder** may be used.

**9.14.6.1.1** A target is declared HIT when it is shot at according to the rules and at least one piece is broken or the coloured powder is visible.

## **9.14.7 Final Results**

In all events the results of the Finals competition will be added to the individual results of the Qualification round. The results of the Qualification and the Final and the total must be printed in the official results bulletin.

**9.14.7.1** Any protest will be decided immediately and the decision is final.

## **9.14.8 Decision in the event of tied scores**

Ties after the Finals see Rule 9.12.0 for **TIE – BREAKING**

## **9.14.9 Malfunctions**

### **9.14.9.1 Malfunction of shotgun or ammunition**

**9.14.9.1.1** If the Referee decides that a disabled shotgun, or malfunctioning of the shotgun or ammunition, is not the fault of the shooter, the Final must be temporarily postponed and the shooter given three (3) minutes time in which to repair the shotgun or obtain another approved gun, or replace his ammunition. After this time the Final will continue.

**9.14.9.1.2** The shooter is allowed a maximum of two (2) malfunctions during the Finals, including any shoot-off after the Finals, whether or not he has tried to correct the malfunction.

**9.14.9.1.3** Any regular target(s) for which any further malfunction of shotgun or ammunition occurs will be declared “**LOST**” whether or not the shooter attempted to fire or not.

**9.14.9.2** When a malfunction of the Finals range equipment occurs, the following procedure must be used:

**9.14.9.2.1** The completed shots will be **scored as a sub-total**.

**9.14.9.2.2** When the malfunction is repaired and it is possible to continue the Final within one (1) hour the remaining shots will be completed.

**9.14.9.2.3** If the malfunction can not be repaired and it is possible to move the Final to another range with the same setting within one (1) hour, the Finals can be completed on this new range.

**9.14.9.2.4** If the interruption cannot be corrected to permit continuation of the Final within one (1) hour, or the Final cannot be continued within the same time on another range, the recorded sub-total (9.14.9.2.1) must be examined to determine the scores at the point where all shooters have shot at an equal number of targets in the interrupted Final. These will be scored as the total for the Final, added to the scores of the qualification rounds and awards made on that basis.

**9.14.9.3** For tied scores all tied shooters will be ranked according to the rules for ranking positions 6 and below. For this purpose the Finals result is counted as the last series.

## 15.0

### **PROTOCOL: AWARDS AND RECORDS**

The NSR Council handles details on awards and records.