



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

THE EVENT

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

QUALIFICATION STAGE

The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF Shotgun rules for Trap (section 9.8) unless otherwise specified in these rules.

The total number of targets is 125, shot in 2 days (75+50).

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 Trap shoot-offs after qualification (ISSF Shotgun Rule 9.15.5.2).

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.

In case of several shoot-offs, the higher position shoot-offs will be shot first.

The 8 qualified athletes in the Final Stage, will receive new bib numbers 1-8 as per qualification ranking or any eventual shoot-offs.

FINAL STAGE

The Final stage consists of the Semifinals (Semifinal 1 and Semifinal 2 composed of 4 athletes each) and the Medal Match, composed of 4 athletes.

The Final Stage (Semifinal 1, Semifinal 2 and Medal Match) will be conducted on the Finals Range.

SEMIFINALS (SEMIFINAL 1 – SEMIFINAL 2) – 4 athletes each

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.

Semifinal 1 will be shot first followed by Semifinal 2.

Before each Semifinal athletes will observe the targets and test fire.

Only one shot allowed at each target as per ISSF rules.

Preparation time limit, for each station: 12 seconds (monitored by an electronic timer as per ISSF rules).

The 4 athletes will occupy stations 1 to 4 in bib number order (highest SF result to shoot first).

Athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the 2 winners are decided, as follows:

1st Series

Each of the 4 athletes shoot 15 targets (1 center, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits is eliminated. In case of equal scores, the athlete with the lower Qualification Ranking (highest bib number) is eliminated.

2nd Series

The remaining 3 athletes continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits out of the total 25 targets of the two series (15+10=25) is eliminated.

Any ties for the 3rd eliminated place will be decided by shoot-off as per current ISSF Rules for shoot-offs after finals (ISSF Shotgun Rules 9.18.3.3 & 9.18.3.4). 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 result then their places will be decided by their Qualification Ranking

MEDAL MATCH – 4 athletes

The starting positions in the Medal Match of the 4 qualified athletes (2 from Semifinal1 and 2 from Semifinal 2), is decided by their Semifinal result (highest SF result will shoot first). 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.

The 4 athletes will occupy stations 1 to 4 in bib number order (highest SF result to shoot first).

Only one shot allowed at each target as per ISSF rules.

Preparation time limit: 12 seconds (monitored by an electronic timer as per ISSF Shotgun rules).

Athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4thplace), as follows.

1st Series

Each of the 4 athletes shoots 15 targets (1 center, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits is eliminated (4th place decided). In case of equal scores, the athlete with the lower Semifinal result, (highest bib number) is eliminated.

2nd Series

The remaining 3 athletes continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits out of the total of 25 targets of the two series (15+10=25) is eliminated (Bronze Medal decided). In case of equal scores, the athlete with the lower Semifinal result, (highest bib number) is eliminated.

3rd Series

The remaining 2 athletes continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that, on the basis of the total of the 35 targets of the three series (15+10+10=35) the winners of the gold and silver medals are decided.

Any eventual ties for the Gold/Silver will be decided by an immediate shoot off, as per current ISSF rules for shoot-offs after finals (ISSF Shotgun Rules 9.18.3.3 & 9.18.3.4). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.

'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.

REPORTING TIMES, CARTRIDGE CONTROL, PRESENTATION & 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, after which test fire and presentation will take place. There will be no observation of targets.

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 targets.

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 athletes 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