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# **ISSF SHOOTING RULES**

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**To be read in conjunction with the  
ISSF Official Statutes, Rules & Regulations**

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# **GUIDELINES FOR OFFICIALS**

Any reference in these rules pertaining to “him” will also mean “her”.

1. Rules for ISSF shooting competition are governed internationally by the International Shooting Sports Federation. In Australia ISSF competition is commonly referred to as Olympic discipline or trench in the case of ISSF trap. To avoid confusion ISSF is applied throughout these rules and where the terms trap, double trap or skeet occur they are to be read as ISSF trap, ISSF double trap or ISSF skeet.
2. ISSF rule and page numbers referred to below are from the 2013 Edition first print of the ISSF Official Statutes and Regulations ([www.issf-sports.org/theissf/rules/english\\_rulebook.ashx](http://www.issf-sports.org/theissf/rules/english_rulebook.ashx))
3. ISSF Championships (Rule 16) require the presence of a Chief Range Officer, ISSF qualified Referees and qualified judges for the jury as well as the jury of appeal. The Chair of both the Jury and the Jury of Appeal should be an ISSF accredited A or B class Judge.
4. Guidelines for the accreditation of judges may be found in Article 3.12.3.9 Annex “J”, commencing page 79.
5. Guidelines for the accreditation of referees may be found in Article 3.12.2.91 Annex “S”, commencing page 95.
6. For major ISSF competitions the jury shall be appointed from (in order) ISSF A or B Class Judge, ISSF referee examiners, ISSF referees, Executive International Shooting Committee, Executive Rules Committee, Executive Committee Members and rules Supervisors on the grounds to consider issues regarding interpretation of rules, rule breaches, scoring issues and other relevant matters.
7. The Jury of Appeal shall be similarly appointed.
8. The duties of shotgun officials are outlined in ISSF Rule 9.5, those of the Juries in Rule 6.8 and Chief Range Officer is further detailed in 6.9.
9. The ISSF establishes specific standards for competition clothing and equipment that athletes must follow in ISSF Championships and for Equipment Control testing to check the enforcement of those standards to safeguard the principles of fair and equal competition where no athlete can gain an unfair advantage over other athletes (ISSF rule 6.7).

# SHOOTING RULES

## SECTION 15

### 15.1 SHOOTING RULES AND ADMINISTRATION

For ISSF shotgun are detailed within rules 9.1 to 9.19 commencing page 373. Technical issues are covered in Rules 6.1-6.2 commencing page 183. Safety requirements are specified in Rule 9.2.

# GRADING

## SECTION 16

### 16.1 ACTA GRADING SYSTEM FOR TRAP AND SKEET

- (a) Shall be in addition to ISSF rules in the ISSF Official Statutes and Regulations. All ACTA ISSF events may be run as graded events, where equal trophies shall be provided for each grade. Section and grade ties to be determined at the end of the last finals qualifying round and prior to the finals.
- (b) Shooters shall be graded into four classes by their percentage performance at all qualifying targets fired in competition. Targets shot in finals are not to be included for grading purposes.
- (c) The grades shall be: AA – 91% and over; A – 86% and under 91%; B – 78% and under 86%; C – under 78%.
- (d) It shall be the responsibility of a designated official to progressively mark the shooters card and after each 250 targets, regrade the shooter as necessary. All targets to the end of the qualifying rounds but not the finals are to be used in calculation of percentage.

*Note: if the 250 targets fall during an event, regrading will not take place until the end of the day or completion of the event if the event occurs over more than one day.*

- (e) A shooter may be upgraded after shooting 250 targets but must shoot 750 targets, 3 sets of 250 targets, at a lower percentage grade to be downgraded. All scores after the last grading must be carried forward into the new record card.
- (f) Until a shooter records his initial 125 ISSF targets he will be placed in the same grade as his Trap/Skeet grading under ACTA rules.
- (g) Any shooter re-registering after a period of non-registration shall be placed in the same grade as he was as when he was last registered.

### 16.2 ACTA GRADING SYSTEM FOR DOUBLE TRAP

- (a) Shall be in addition to ISSF rules in the ISSF Official Statutes and Regulations. All ACTA ISSF events may be run as graded events,

where equal trophies shall be provided for each grade. Section and grade ties to be determined at the end of the last finals qualifying round and prior to the finals.

- (b) Shooters shall be graded into four classes by their percentage performance at all qualifying targets fired in competition. Targets shot in finals are not to be included for grading purposes.
- (c) The grades shall be: AA – 85% and over; A – 75% and under 85%; B – 65% and under 75%; C – under 65%.
- (d) It shall be the responsibility of a designated official to progressively mark the shooters card and after each 300 targets (150 pairs, 2 sets of 150 targets), regrade the shooter as necessary. All targets to the end of the qualifying rounds but not the finals are to be used in calculation of percentage.

*Note: if the 300 targets fall during an event, regrading will not take place until the end of the day or completion of the event if the event occurs over more than one day.*

- (e) A shooter may be upgraded after shooting 300 targets (150 pairs) but must shoot 600 targets (300 pairs, 4 sets of 150 targets) at a lower percentage grade to be downgraded. All scores after the last grading must be carried forward into the new record card.
- (f) Until such time as a shooter records his initial 50 targets (25 pairs) he shall be placed in the same grade as his current ISSF Trap grade.
- (g) Any shooter re-registering after a period of non-registration shall be placed in the same grade as he was as when he was last registered.

## COMPETITION CONDITIONS

### SECTION 17

#### 17.1 ISSF POSTAL TEAM MATCHES

- (a) Trap and Skeet – the qualifying event shall be conducted over 50 targets. Teams are to consist of 6 shooters with the top 4 scores to count – the course of the team's event is to be 50 targets. ISSF women's and junior's teams to consist of 4 members with the 3 best scores to count – 25 targets per team member.
- (b) Double Trap – The qualifying event shall be conducted over 30 pairs (60 targets). Teams to consist of 6 shooters, with the top 4 scores to count for men, and 4 shooters in both the women's and junior's teams with the top 3 scores to count.

## **17.2 QUALIFICATIONS**

- (a) Each team member shall have registered in the State which he represents.
- (b) State Associations shall select their teams on the results of an elimination shoot or series.
- (c) In the event of a tie for placings it may be decided by the State Association concerned.
- (d) An appropriate High Gun shall be provided, and a souvenir badge shall be given to each member of the State team.

## **17.3 CHAMPIONSHIPS – TRAP & SKEET**

- (a) Commonwealth, State, Zone and District Championships must be conducted using ISSF Official Statutes and Regulations (see Guidelines). Cartridge specifications for all ISSF events restrict shot load to a maximum of 24 grams of shot size no larger than 2.6mm. The conditions of entry for State Championships shall be the same conditions as apply for National Championships.
  - (i) District and Zone Championships to be any number of targets.
  - (ii) State ISSF Championships to be 125 targets plus finals if the State wishes the event to be accredited as an Olympic qualifying event.
  - (iii) Commonwealth & National ISSF Championships to be of 125 targets plus finals.
  - (iv) All 125 target ISSF Trap and Skeet Championships should include final rounds in accordance with ISSF rules for the top 6 shooters to determine the first 3 placings.
  - (v) All Trap grade shoot-offs will be shot single barrel, miss and out. To be squad system.
- (b) All ISSF events may be run as graded events, where equal trophies shall be provided for each grade. Section and grade ties to be shot off after qualifying rounds and prior to the finals.

## **17.4 CHAMPIONSHIPS - DOUBLE TRAP**

- (a) Commonwealth, State, Zone and District Championships must be conducted using ISSF Official Statutes and Regulations. Cartridge specifications for all ISSF events restrict shot load to a maximum of 24 grams of shot size no larger than 2.6mm. ACTA grading system shall be in addition to ISSF shooting rules. The conditions of entry for State Championships shall be the same conditions as apply for National Championships.
  - (i) District and Zone Championships to be 15 pairs or 30 pairs.
  - (ii) State Championships to be 75 pairs (150 targets) plus finals if the State wishes the event to be accredited as an Olympic qualifying event.

- (iii) Commonwealth & National ISSF Championships to be of 75 pairs (150 targets) plus finals.
- (iv) All State, Commonwealth and National Double Trap events shall include final rounds in accordance with ISSF rules for the top 6 placings to determine the first 3 placings.
- (b) All Double Trap events may be run as graded events, where equal trophies shall be provided for each grade. Section and grade ties to be shot off after the qualifying rounds and prior to the finals.

#### **17.5 ISSF TEAM MATCHES – ISSF NATIONAL CHAMPIONSHIPS**

- (a) Interstate Shoulder to Shoulder teams matches will be conducted at the ACTA ISSF National Championships for open, women's and junior teams in trap, skeet and double trap.
- (b) Team events shall be as follows:
  - (i) Trap and Skeet over 125 targets shot in conjunction with the National Championship. Open teams 3 members, Women's and Juniors 3 members per team.
  - (ii) Double trap teams match to be shot in conjunction with the National Championship, of 75 pairs (150 targets). Open team 3 members, Women's and Juniors 3 members per team.

#### **17.6 GLENN SHIELD – AUSTRALIA VS NEW ZEALAND 125 TARGETS**

- (a) Shot in conjunction with the National ISSF Trap Championship.
- (b) In the event of a tie, the winning team will be determined by count back, as per ISSF rules.
- (c) When shot in Australia or New Zealand the top three (3) scores from a combination of the previous year's National ISSF Trap Championship and the previous year's Australia Cup final shall comprise the team to contest the Glenn Shield.
- (d) In the event of a tie, the top 3 places in the team shall be decided by count back.
- (e) Should there be a tie for team scores they will also be determined by count back.
- (f) Shot in Australia Odd years, New Zealand Even Years.