



FINALS FOR SHOTGUN EVENTS

FØROYSK TÝÐING útgáva 1 (14-02-2024)

Grunda á ISSF kappitul 6 GENERAL TECHNICAL RULES

<u>6.19.2.1 Finals Format:</u> a) The full programme (General Regulations, 3.3.5) must be fired in each Olympic event as a Qualification for the Finals. The six (6) highest-ranking athletes in the Qualification advance to the Finals; b) Finals consist of finalists firing at a series of target sequences, with progressive eliminations beginning after all finalists have fired at the required number of targets (25 or 20 targets, depending upon the event) and continuing until the gold and silver medals are decided; c) Finalists start at zero; scores from the Qualification are not carried forward.	<u>6.19.2.1 Finalu format:</u> a) Innleiðandi umførini skulu verða sambært fulla programminum (General Regulations, 3.3.5) sum kvalifikatión til í OL til finalurnar; b) Finalurnar verða avgreiddar við at skjóta eftir eini røð av dúgvum, har ein og ein íðkari verða tikin út, aftaná eitt ávíst tal av dúgvum eru skotnar (25 ella 20 dúgvur, alt eftir grein) og endar tá gull og silvur heiðursmerki eru avgjörd; c) Finalistar byrja umaftur frá 0, úrslitið frá innleiðandi umførinum, verður ikki tikið við í finaluna.
<u>6.19.3 General Finals Requirements</u> <u>6.19.3.1 Reporting Time:</u> a) Athletes in the Final must report to the Finals Range not later than 30 minutes before the Final Start Time; b) A two (2) point penalty will be deducted from the score of the first hits in the Final if the athlete does not report on time;	<u>6.19.3 Almenn finalu krøv</u> <u>6.19.3.1 Innskriving:</u> a) Íðkari í finaluni skal innskriva seg í seinasta lagi 30 minuttir áðrenn finalan byrjar; b) Tvey (2) stig verða tikin beinanvegin frá íðkara í finaluni, um hann ikki innskrivar seg til tíðina;

c) Athletes must report with their equipment, competition clothing and a national team uniform that may be worn in the victory ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete cartridge and equipment controls as soon as possible after the athletes report; and d) Any finalist who does not report for the start of the Athlete Presentation will not start and will be ranked last in the Final. <u>Final. 6.19.3.2 Start Time.</u> The Start Time for the Finals is when the Referee command “READY” is given for the first competition shot. <u>6.19.3.3 Start Positions and Bib Numbers.</u> New bib numbers (1-6) must be issued for the Finals. Starting positions in Finals are assigned according to the Qualification ranking, with the highest ranking athlete having bib number 1. In shoot-offs to decide medals, athletes must shoot in bib number order (lowest number shoots first). <u>6.19.3.4 Test Firing and Showing Targets.</u> Before the start of the Finals, targets must be shown and the finalists must be permitted to test fire.	c) Íðkari skal innskriva seg við útgerð, kappingar klæði og klæði, sum møguliga fara at verða brúkt í eini heiðursmerkjahandan. Jury skal vátta, at allir finalalistarnir eru tilstaðar, og at teirra navn og heimland, eru rætt skrásett í úrslita talvu (score boards) Jury skal eisini gera sýn av patrónum og útgerð, so skjótt sum gjørligt eftir at íðkari hevur innskriva seg, og d) íðkari sum ikki møtir til framsýningina av íðkarum, fær aftasta plássið í finaluni. <u>Final. 6.19.3.2 Byrjan.</u> Finalan byrjar, tá dómara boðini “READY” verða givin fyrst kappinga skotinum. <u>6.19.3.3 Stand pláss og start nummar.</u> Teir 6 íðkararanir sum hava vunnið pláss í finalunum, fáa nýtt start nummar (1-6) sambært innleiðandi plasering til finaluna, íðkari sum er fremst innleiðandi fær start nummar 1. Er umskjóting (shoot-off) í finaluni, er starttrøðin eftir start nummaranum (lægsta skal skjóta fyrst) <u>6.19.3.4 Test skot og vísa dúgvur.</u> Áðrenn finaluna skulu dúgvur vísast, og finalistar hava loyvi at skjóta test skot.
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<u>6.19.3.5 Finals Facilities & Special Equipment</u> 6.19.3.6 Finals Officials. 6.19.3.7 Finals Production and Music 6.19.4 Competition Procedures	Ikki relevant fyri finalur í Føroyum, tí ongin breyt er før fyri at veita hetta í løtuni.
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<u>6.19.4.1 Trap.</u> Finalists shoot one shot only at each target. Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (6.19.6.3, lowest Bib Number on Station 1). After each athlete has shot on a station, he must move to the next station to fire in sequence on that station. A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows: a) After the six finalists complete a normal round of 25 targets, the 6th place athlete is decided; b) After the five remaining finalists shoot at another 5 targets and complete 30 targets, the 5th place athlete is decided; c) After the four remaining finalists shoot at another 5 targets and complete 35 targets, the 4th place athlete is decided; d) After the three remaining finalists shot at another 5 targets and complete 40 targets, the 3rd place (bronze medalist) athlete is decided; e) The 5-target sequences in b), c) and d) above consists of 2 left, 2 right and 1 straight randomly selected targets for each finalist. f) And after the two remaining finalists shoot at another 10 targets and complete 50 targets, the gold and silver medals (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off. g) The 10-target sequence in f) above consists of 4 left, 4 right and 2 straight randomly selected targets for each finalist.	<u>6.19.4.1 Trap.</u> Íðkarar í finaluni hava bara eitt skot pr. dúgvu. Íðkarar standa á standpláss 1-2-3-4-5-6 eftir start nummar. Lægsta start nummar stendur á standpláss 1. Eftir at íðkari hevur skoti eftir eini dúgvu, flytur hann til næsta standpláss, at skjóta næstu dúgvu. Ein klokka sum telur niður frá 12 sekundum, heldur eyga við at íðkari ikki brúkar ov langa fyrireikingartíð. Finalan er ein røð av dúgvum, við steðgum ímillum, har ein og ein íðkari so hvørt verður tikin úr. Røðin endar tá gull og silvur heiðursmerki eru avgjörd. Røðin er: a) Fyrst skjóta allir seks íðkarar eitt vanligt umfar á 25 dúgvur, tá tað er liðugt er 6. plássið avgjört. b) Síðani skjóta teir fimm íðkararnir sum eru eftir, eftir 5 dúgvum aftrat. Samlaða talið er tá 30 dúgvur. 5. plássið er avgjört. c) Síðani skjóta teir fyra íðkararnir sum eru eftir, eftir 5 dúgvum aftrat. Samlaða talið er tá 35 dúgvur. 4. plássið er avgjört. d) Síðani skjóta teir trýggir íðkararnir sum eru eftir, eftir 5 dúgvum aftrat. Samlaða talið er tá 40 dúgvur. 3. Plássið (bronsan) er avgjört. e) 5 dúgvu-røðin í b), c) og d) omanfyri, eru 2 dúgvur til vinstri og 2 til høgru, og 1 miðdúgva, tilvildarlíga kasta fyri hvønn íðkara. f) Teir báðir íðkararnir sum so eru eftir, skjóta eftir 10 dúgvum aftrat. Samlaða talið er tá 50 dúgvur. Gull og silvur verður avgjört (pláss 1 og 2.). Er javnt, verður umskjóting (shoot-off) beinanvegin. g) 10 dúgvu røðin í f) omanfyri, eru 4 dúgvur til vinstri, og 4 dúgvur til høgru, og 2 miðdúgvur, tilvildarlíga kasta fyri hvønn íðkara
6.19.4.2 Skeet.	6.19.4.2 Skeet.

Finalists will shoot on each station in bib number order. A timing system to control the 30-second preparation time limit must be used. Each Final consists of series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows: a) All six finalists will shoot, in sequence, at 20 targets, with one regular double and one reverse double on station 3, one regular double on station 4, one regular double and one reverse double on station 5, one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After the six finalists complete 20 targets, the 6th place athlete will be decided; b) The five remaining finalists will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 30 targets, the 5th place athlete will be decided; c) The four remaining finalists will shoot another 10 targets with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 40 targets, the 4th place athlete will be decided; d) The three remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 50 targets, the 3rd place athlete (bronze medalist) will be decided. The two remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 60 targets, the gold and silver medal winners (1st and 2nd	Finaliðkarar skulu skjóta í start nummar raðfylgju. Ein klocka sum telur niður frá 30 sekundum, heldur eyga við at íðkari ikki brúkar ov langa fyrireikingartíð. Finalan er ein røð av dúgvum, við steðgum ímillum, har ein og ein íðkari so hvørt verður tikin úr. Røðin endar tá gull og silvur heiðursmerki eru avgjörd. Røðin er: a) Allir 6 íðkarar skjóta eftir 20 dúgvum, við einari vanligari duplett, og eini umvendari duplett á standplássi 3, ein vanlig duplett á standplássi 4, og eini vanligari duplett, og eini umvendari duplett, á standplássi 5. (10 tils.) Ein vanligari duplett, og eini umvendari duplett á standplássi 3, ein umvent duplett á standplássi 4, og eini vanligari duplett, og eini umvendari duplett, á standplássi 5.(20 tils.) 6. pláss er avgjört. b) Teir fimm íðkararnir sum eru eftir, skóta síðani eftir 10 dúgvum aftrat, við einari vanligari duplett, og eini umvendari duplett á standplássi 3, ein vanlig duplett á standplássi 4, og eini vanligari duplett, og eini umvendari duplett, á standplássi 5. (30 tils.) 5. pláss er avgjört. c) Teir fyra íðkararnir sum eru eftir, skóta síðani eftir 10 dúgvum aftrat. Ein vanligari duplett, og eini umvendari duplett á standplássi 3, ein umvent duplett á standplássi 4, og eini vanligari duplett, og eini umvendari duplett, á standplássi 5. (40 tils.) 4. pláss er avgjört. d) Teir trýggir íðkararnir sum eru eftir, skóta síðani eftir 10 dúgvum aftrat, við einari vanligari duplett, og eini umvendari duplett á standplássi 3, ein vanlig duplett á standplássi 4, og eini vanligari duplett, og eini umvendari duplett, á standplássi 5. (50 tils.) 3. Pláss (bronsa) er avgjört. Teir báðir íðkararnir sum eru eftir, skjóta eftir 10 dúgvum aftrat. Ein vanligari duplett, og eini umvendari duplett á standplássi 3, ein umvent duplett á standplássi 4, og eini vanligari duplett, og eini umvendari duplett, á standplássi 5. (60 tils.) Gull og silvur er avgjört
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places) will be decided, in case of a tie there is an immediate shoot-off; and	(pláss 1 og 2.). Er javnt, verður umskjóting (shoot-off) beinanvegin.
f) On station 4, the Referee must inform the first finalist whether the double is a regular double or a reverse double.	f) Á standplássi 4, skal dómari sýna við fyrsta íðkaran, um það er ein vanlig duplett, eða ein umvend duplett sum skal skjótast.

6.19.4.3 Tie-Breaking (Shoot-off) Procedures. Ties for places three through six will be broken according to the bib number order (Qualification ranking). If there is a tie for Gold and Silver medal places, the shoot-off will begin immediately and there will be no showing of targets or test firing. The shoot-off will be conducted according to these procedures: a) Trap. The athletes must line up behind Station 1 in bib number order. Starting on Station 1, they must each shoot at regular targets until the tie is broken according to the following sequence: Station 1 left target, Station 2 right target, station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot. b) Skeet. The tied athletes must line up behind Station 3 in bib number order. The athletes must shoot one regular Double; if the tie is not broken with the first Double, they must shoot one reverse Double on that station; if the tie is not broken they advance to Station 4 to shoot one regular Double, and if the tie is not broken one reverse Double; this sequence continues on Station 5 and then back to Station 3, etc. until the tie is broken.	6.19.4.3 Javnt og umskjóting (Shoot-off) Javnleikur í millum endaplássini trý til seks, verða avgjörð útfrá start nummar (innleiðandi plásing). Um það er javnt um gull og silfur plássini, verður umskjóting (shoot-off) beinanvegin. Ongin vísing av dúgvum ella royndarskot eru loyvd áðrenn hesa umskjótingina. Umskjóting: a) Trap. Íðkarar stilla seg í eitt rað aftanfyri standpláss 1, í starnummar (bib) røð. Teir skjóta síðani hvør eftir einari dúgvu, til javnleikurin er brotin. Dúgvurnar á stanplássinum eru: Pláss 1 vinstra, pláss 2 høgra, pláss 3 vinstra, pláss 4 høgra, pláss 5 vinstra. Síðani pláss 1 aftur, men hesuferð umvent ein høgra, o.s.fr. Bert eitt skot er loyvt í umskjótingini. Tá íðkari er liðugur at skjóta, skal hann stilla seg aftanfyri íðkaran sum eigur tørn at skjóta. b) Skeet. Íðkarar stilla seg í eitt rað aftanfyri standpláss 3, í starnummar (bib) røð. Íðkarar skjóta fyrst eina vanliga duplett, um tað framvegis er javnt, skjóta teir eina umvenda duplett. Um tað framvegis er javnt, flyta teir til standpláss 4, og skjóta eina vanliga duplett, um framvegis javnt, so eina umvenda duplett, um framvegis javnt, so fara teir til standpláss 5, og skjóta tað sama. Um framvegis javnt, so aftur til pláss 3 at skjóta tað sama. O.s.fr. inntil vinnarin er funnin.
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6.19.6 Malfunctions during the Final	6.19.6 Brek í finaluni
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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.	a) Um dómarin metur, at ein íðkari ekki hefur skuldina av breki á byrsu ella lóður, fær íðkari 3 minuttir at umvæla brekið, ella fáa til vega eina aðra byrsu ella skifta lóður. Um íðkari ekki klárar hetta innan 3 minuttir, so má hann taka seg úr finaluni. b) Finalan byrjar aftur tá brekið er rætta, ella íðkari hefur tikið seg úr finaluni. Endplássið hjá íðkaranum sum hefur tikið seg úr finaluni, verður avgjört útfrá raktum dúgvum hann hevði tá brekið hendi. c) Íðkari hefur loyvi at hava tvey brek í finaluni íroknað møguliga umskjóting, óansæð um brekið bleiv rætta ella ekki. d) Eftir tað telja allar dúgvur sum vanligar dúgvur, óansað um íðkari letur skot av ella ekki. Letur íðkari ekki skot av, er dúgvur ikki rakt.
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6.19.7 Protests during the Final 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.	6.19.7 Mótmæli í finaluni a) Um ein íðkari er ósamdur við døming, viðv. "HIT," "LOST," "NO TARGET" ella "IRREGULAR" dúgvu, so skal hann gera vart við seg beinanveg, áðrenn næsti íðkarin skal skjóta, við at koyra hondina upp, og rópa "PROTEST" b) Dómari skal steðga skjótingini fyrbils, og ráðføra seg við hjálpardómararnar, áðrenn hann tekur avgerð. Nýggj mótmæla verða ikki góðtikin, fyrr enn næsti íðkari hefur skoti. c) Øll onnur mótmæli frá íðkara ella venjara, verða avgjörd av "Finals Protest Jury" beinanveg. Teirra avgerð er endalig, og kann ikki klagast. d) Øll onnur mótmæli í finaluni, sum ikki viðvíkja dømingini "HIT," "LOST," "NO TARGET" ella "IRREGULAR" dúgvum, útloysa eina revsing á minus 2 raktar dúgvur.
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6.19.5 Procedure For Conducting Finals

Time	Stage	Procedure
a) 30:00 minutes before	Finalists Report for Cartridge Control	Team Leaders are responsible for ensuring that their athletes report at the Finals Range on time (Rule 6.19.3.1). The Jury will instruct the finalists to place all of their cartridges in numbered boxes (corresponding with 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 and must return 15:00 min. before the start of the Final. No additional cartridges may be brought to the FOP
b) 10:00 minutes before	Target Showing and Test Fire	The Referee will authorize the finalists to complete their warm-ups and test fire shots and show the targets according to the rules for each event.
c) 5:00 minutes before	Assemble for Introductions	six (6) finalists, the Referee and the Jury Member-inCharge must report to a designated presentation area in the centre of the range.
d) 4:00 minutes before	Introduction of Finalists	The Announcer will introduce, in bib number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.
e) 1:00 minute before	Final Preparation	One (1) minute before the first Finals shot, the Referee will instruct the finalists to go to their shooting stations.

f) Competition firing starts at 0:00 min.	Start of Final	The Referee will instruct the first athlete to begin with the command "READY." Each athlete in Trap has twelve (12) seconds to call for each target. In Skeet, on every station, each finalist has thirty (30) seconds after occupying the station to call for and fire at Doubles.
g) Scoreboard Pauses	In Trap Finals, scoreboard pauses will occur after all finalists have fired at 10 and 20 targets and subsequently after every 5 targets. In Skeet Finals, scoreboard pauses will occur after all athletes have completed one station. Television productions will use this pause to display current scores and rankings for spectators. The Announcer will make brief comments about the athletes and scores and, as appropriate, recognize the athletes who are eliminated or announce that a tie-breaking shoot-off will take place. After 5-25 seconds, the Referee will instruct the first athlete to start the next shots with the command "READY."	
h) Finals Completion	If there is no tie for the gold medal, the Jury Member-in-Charge will immediately declare "RESULTS ARE FINAL." If there is a tie, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off until the tie is broken. After the tie is broken, the Jury Member-in-Charge must immediately declare "RESULTS ARE FINAL."	
i) After Medals are Decided	After the Jury Member-in-Charge declares "RESULTS ARE FINAL," the Announcer must immediately recognize the medal winners by announcing: "THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)." "THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)." "THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)." (Rule 6.17.1.14 p)	
