

## **Competition Format and Rules – shooting**

### **GOLD COAST 2018 COMMONWEALTH GAMES COMPETITION FORMAT**

GC2018 will host the sport of shooting across four disciplines: fullbore, pistol, rifle and shotgun (trap, double trap and skeet).

There are 19 medal events, and the Olympic format will be followed with individual events only (except for the Queen's prize pairs – fullbore). There will be 11 rifle and pistol, six shotgun and two fullbore events, subject to entry criteria being met.

#### **Medal events**

	<b>Men's medal events: nine</b>	<b>Women's medal events: eight</b>	<b>Mixed/Open medal events: two</b>
Fullbore			Queen's prize individual
			Queens' prize pairs
Shotgun	Trap	Trap	
	Double trap	Double trap	
	Skeet	Skeet	
Pistol	10m air pistol	10m air pistol	
	25m rapid fire pistol	25m pistol	
	50m pistol		
Rifle	10m air rifle	10m air rifle	
	50m rifle prone	50m rifle prone	
	50m rifle 3 positions	50m rifle 3 positions	

#### *Competition formats:*

<b>Men</b>	50m rifle 3 Positions 50m rifle Prone 10m air rifle 50m pistol 25m rapid fire pistol 10m air pistol Trap Skeet Double trap	3x40 shots kneeling prone standing 60 shots 60 shots 60 shots 30 + 30 shots 60 shots 125 targets 125 targets 150 targets
<b>Women</b>	50m rifle 3 positions 50m rifle prone 10m air rifle 25m pistol 10m air pistol Trap Skeet Double trap	3x20 shots kneeling prone standing 60 shots 40 shots 30+30 shots 40 shots 75 targets 75 targets 120 targets
<b>Open/Mixed</b>	Fullbore individual Fullbore teams	81 shots to count 60 shots to count per team member

Each event for shotgun, pistol and rifle consists of a qualification phase and a final. The Fullbore event is shot across varying distances (300yds, 500yds, 600yds, 900yds and 1000yds) and a total score is derived from the outcome of each stage to determine the winner. Some events (50m rifle prone (M), 50m rifle three positions (M)/(W) and 50m pistol (M) may require an elimination phase before qualification, depending on the number of entries and the availability of firing points.

### **Fullbore events**

The fullbore event has two parts: individual and pairs competition. The individual event is derived from the Queen's prize that is shot at Bisley in the UK each year. The competition is shot with two competitors per target, from different countries, shooting in what is known as 'Bisley Pairs'. It starts on the first day of competition with seven-shot matches over 3/5/600yds. The second day of competition is ten shots over 3/5/600yds. The final day of competition is fifteen shots over 9/1000 yds.

The pairs competition is shot over the same ranges, but consists of 10-shot matches the first day (3/5/600yds), and 15-shot matches the second day (final) at 9/1000yds. The two competitors use the same target and shoot what is termed 'string', where one competitor is coached by his partner while shooting.

The competitors fire on targets that range in scoring ring size from 300yds being a 130mm diameter for a bullseye, to 1000yds where the bullseye diameter measures 510mm. The aiming mark (the black circle) the competitor uses to aim at, and which the spectator sees, measures 560mm in diameter at 300yds and 1120mm in diameter at 1000yds.

Competitors use issued 308 Winchester ammunition with a projectile weight not to exceed 156 grains. Due to the restriction in weight of the projectile, all competitors have to develop a barrel specification that will maximise the ballistic coefficient (a measure of the projectile to overcome air resistance) of the projectile used in the manufacture of the issued ammunition. The issued ammunition therefore has to be made available to all competing nations in due time to enable the matching of barrel and ammunition for best accuracy.

All competitors shoot from the prone position with single-shot target rifles using iron sights (no telescopic sights), all the while taking into account the surrounding elements such as wind and mirage levels.

There is no 'final' in fullbore, however the 1000yd range is considered to be the final range for the overall (aggregate) winner.

### **Rifle and pistol events**

#### Qualification

Each event begins with the qualification phase. From this, the top six (25m rapid fire pistol only) / eight (for all other events) athletes progress to the final. In qualification, athletes shoot a defined number of shots, number of series and allowed time to shoot, depending on the event. For 50m rifle prone men, and 10m air rifle men/women, elimination and/or qualification scoring is done with a 10th ring (decimal) scoring.

Random draws, under the supervision of the jury, are used to allocate firing positions.

#### Finals

No scores are carried forward from the qualification phase, therefore scoring in the final starts from zero.

The final for 10m air rifle (M/W), 10m air pistol (M/W), 50m pistol (M) and 50 rifle prone (M) consists of two stages. The first is a competition stage, followed by an elimination stage. Eliminations of the lowest-scoring finalists will begin after the 12th shot and continue after every two shots until the gold and silver medals are decided. Scoring is done with 10th-ring (decimal) scoring. Cumulative total scores in the final determine final rankings, with ties broken according to shoot-off scores.

The Final for 50m three position rifle (M/W) consists of 15 shots in each position (kneeling, prone and standing), fired in that order. The final starts with 3 x 5 shots kneeling with a time limit of 200 seconds per series. After a seven-minute Changeover and Sighting Time, finalists fire 3 x 5 shots prone, with a time limit of 150 seconds per series. After a nine-minute Changeover and Sighting

Time, finalists fire 2 x 5 shots standing in 250 seconds per series. The two lowest-ranking finalists are eliminated after 10 (2 x 5) shots standing. The final continues with five single shots in standing, each in 50 seconds, with the lowest ranking athlete being eliminated after each shot until two athletes remain to fire the last shot and decide the gold-medal winner. Scoring is done with 10th-ring (decimal) scoring. Cumulative total scores in the final determine final rankings, with ties broken according to shoot-off scores.

The final for the 25m rapid fire pistol (M) consists of eight, five-shot, four-second series with hit or miss scoring (each hit counts one point, each miss counts as zero points). The elimination of the lowest-scoring finalists begins after the fourth series and continues until the eighth series when the gold and silver medals are decided. The size of the hit zone is within the 9.7 zone on the 25m rapid fire pistol target. The rankings in the final are determined by cumulative total scores (total number of hits), with ties broken according to shoot-off scores.

The final for the 25m pistol (W) consists of 10, five-shot series, fired in the rapid fire format – five individual shots each fired in a time of three seconds and with a seven-second wait between shots - with hit or miss scoring (each hit counts one point, each miss counts as zero points). The elimination of the lowest-scoring finalists begins after the fourth series and continues until the 10th series, when the gold and silver medals are decided. The size of the hit zone is within the 10.2 zone on the 25m rapid fire pistol target. The rankings in the final are determined by cumulative total scores (total number of hits), with ties broken according to shoot-off scores.

Deductions for violations occurring before the first match shot will be applied to the score of the first match shot/series. Deductions for other penalties will be applied to the score of the shot/series where the violation occurred.

## Shotgun events

### Qualification

In the Commonwealth Games there are six shotgun events – Trap (M/W) Skeet (M/W) and Double Trap (M/W). Shotgun differs from rifle and pistol, as they have a 'smooth' bore rather than 'rifling', and they fire a number of pellets (24gm) rather than a single projectile. There are differing pellet sizes for differing shotgun events ranging from shot size 7.5 (trap) to 9 (skeet), but all cartridges must have no more than 24 grams of lead inside. The maximum effective range for cartridges used in clay target shooting is considered to be about 50m.

The athletes stand and shoot targets that are released on or after the athlete's command, from a designated 'shooting station'. The releasing of the target for the 2018 Commonwealth Games will be voice activated through the microphones positioned at each shooting station on the range. A 'hit' is declared when the target is shot at and at least one visible piece is seen by the referee to fall from it. During the finals, if the 'flash' powder emerges from the target after it has been shot at, it will be declared as a 'hit'.

Event	Number of targets	
	Individual men	Individual women
Trap (in rounds of 25)	125 + final	75 + final
Double trap (in five or four rounds of 30 targets each)	150 + final	120
Skeet (in rounds of 25)	125 + final	75 + final

*Note: Women's double trap does not shoot a final and the winner is determined from the overall result of qualification.*

### Trap

Trap event athletes will use double-barrelled firearms, as two shots are permitted at each target with no penalty or gain in hitting it with either the first or second shot.

Targets are released from one of the 15 trap machines under the ground in the 'bunker', or as more commonly said in Australia, 'trench'. They are positioned in a straight line and set to throw targets away from the shooter at various heights and angles with the speed remaining consistent:

averaging more than 100km/h. the athletes shoot in turns from five shooting stations set 15m back from the trench roof and about 3m apart. Upon the athletes' call, the target is released instantly, but the athlete will not know what direction it will go. Once the round is over, all athletes get the same targets, but at various times during their round so that it is 'scrambled'.

### Double trap

Double trap athletes will use shotguns similar to those used in trap, with varying alterations of preference to the shooter and their 'style'. Athletes will compete on the similar shooting stations used in trap, but when the athlete calls for the target to be released, two targets (the 'double') are released simultaneously. The two targets travel at three different sets of heights and angles. A single round of double trap consists of 15 pairs or 30 targets, and the athletes will fire one shot at each target within the pair.

### Skeet

The firearms used by skeet athletes are similar to those used in trap and double trap, with minor differences in set-up, weight, length, etc. Athletes shoot in turn from eight designated stations set out in a semicircle of about 40m in diameter. A series of 'singles' and simultaneous 'doubles' coming from a set of trap houses ('high' and 'low') situated at each side of the semicircle, are shot at by the athletes. Competitors may only fire one shot per target and must also hold their shotgun stock on or below an official market tape, which is fixed at elbow level onto their shooting jackets, until the target appears. Targets are released from zero to three seconds after the athlete's call.

The top-six competitors in each event advance from the qualification phase to the finals, where the number of shots depends on the differing rules within each event.

### **Finals**

In all shotgun events, the finals consist of two stages: the semifinal and the "drop-out" phase. Here, only one shot is allowed to be fired at the target instead of the two allowed during qualification, which is also known as "single barrel" shooting. Before the final begins, athletes are ranked from one to six based on their qualification ranking. If two or more shooters shoot the same score in qualifying, they must shoot-off prior to the final to determine the final order.

During the semifinal, a single round of the event is shot, i.e. in trap 25 targets, double trap 30 targets (15 pair) and skeet 25 targets. At the beginning of the final, all athletes will begin on the score of zero, as scores from the qualification rounds are not carried forward. Once the semifinal is complete, the second stage, which is known as the "drop out" phase, begins where the athlete with the lowest score from the semifinal will be eliminated from the final. This will continue periodically after every five targets (five pair in double trap) until two shooters remain.

For the third and last stage of the final, they will compete against each other over 10 targets (10 pair in double trap) until a clear winner is determined.

After the semifinal is complete and during the "drop-out" phase stage of the final, if two or more athletes are tied on the same finals score, the athlete with the lowest bib number will be eliminated. If, after the final is complete and the two remaining shooters are on the same score, a shoot-off will be used to determine the overall winner.

### **Penalties/disqualification rules and protests/appeals**

In fullbore, the athletes can challenge a shot they deem to be marked incorrectly, before their next shot is fired. If an athlete wishes to challenge, they must raise a verbal protest to the Chief Range Officer, who will confer with the Chief Butts Officer to cross-check the protest. No points deduction/penalty occurs when an athlete wishes to protest.

In rifle and pistol events, an athlete may lodge a score protest before the next shot in qualification regarding the value of a shot. No score protests are possible during the finals. If a protest is denied, a two-point penalty is incurred automatically. Such protests are resolved by the RTS jury.

A deduction or penalty must be applied to the score of the match shot/series where the violation occurred. In finals, no score below zero will be recorded (e.g. 3-2 point deduction = 1, 0-2 point deduction = 0).

The most common reasons for penalties are -2 points for minor infringements. Disqualification may result from the failure of rifle clothing to pass follow-up controls after the competition, or failure of the pistol trigger weight test (too light).

In qualification, rifle and pistol events have specified protest/appeal times. Official results are not published until protests and/or appeals, if any, are resolved. At the Gold Coast 2018 Commonwealth Games, preliminary results 'subject to protest' may be distributed. Any protest (except shot-score protests, that are not allowed) made in the finals will be resolved by the finals protest jury.

For shotgun competition, there is a 'carding' system in place: Yellow (warning), Green (deduction), Red (disqualification).

In shotgun events, competition officials who receive verbal protests must consider them immediately and take immediate action - shooting may be temporarily be stopped if absolutely necessary.

An athlete may protest whether or not their shot was classified as a 'hit' immediately after their turn. Here, the athlete has to raise their hand and call 'protest'. The referee must then temporarily interrupt the shooting and check with the assistant referees, then make the decision. No protest will be accepted after the next athlete fires. This protest is a form of 'verbal' protest.

'Written' protests must be submitted to the jury within 10 minutes after the end of the round which the alleged incident occurred, along with a fee that is to be given to the Organising Committee. If the protest is upheld, the fee must be returned.