



# Technical Manual Shooting



## DISCLAIMER

All information in this guide was correct at the time of going to press. Changes to schedules, procedures, facilities and services, along with any other essential updates, will be communicated to Teams by Competition Management if required. Changes to the Competition Schedule will also appear on the Games-Time Website, while any changes to the Training Schedule will be communicated by the Sport Information Centre in the Athletes Village or Sport Information Desk at the Competition Venue.



## **Welcome**

The 3rd European Games Kraków-Małopolska 2023 will welcome more than 7,000 athletes, 3,000 supporting Team Officials and about 1,200 Technical Officials from across Europe to participate in elite-level sport competition.

We aim to provide all participants with optimal conditions so that they are able to perform at their best.

This Technical Manual will help with preparations and Games-time operations as it provides key information including the relevant competition rules and format, medal events, competition schedule and key dates.

The Technical Manual also includes details of the relevant venue, medical, anti-doping, training and competition related services, as well as the key policies and procedures that will be in place during the Games.

We hope that this Manual helps with your planning in the weeks remaining before the European Games 2023. We look forward to welcoming you to European Games Kraków-Małopolska 2023 for 12 days of competition that puts sport first and sets a tradition for the European Games.



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# 1. General Information

The Shooting Competition of the 3<sup>rd</sup> European Games 2023 will be held from 22 June to 2 July 2023 at the Shooting Centre in Wrocław.

A total of 450 Athletes (225 men and 225 women) will take part in the Shooting competitions.

The highest-placed Athlete in each individual event at the EG2023 will obtain one (1) quota place for his/her NOC for Olympic Games Paris 2024. If the Athlete already has a quota, then the quota place will be allocated to the next highest-ranking Athlete.

## 1.1. Key Dates

Date	Event
<b>2 June 2023</b>	Sport Entries submission deadline
<b>18 June 2023</b>	Athletes' Village official opening
<b>19 June 2023</b>	Arrival day
<b>20 June 2023</b>	Start of Official Training
<b>21 June 2023</b>	Technical Meeting EG2023 Opening Ceremony
<b>22 June 2023</b>	Start of the Competition
<b>2 July 2023</b>	End of the Competition EG2023 Closing Ceremony
<b>3-4 July 2023</b>	Departure days
<b>4 July 2023</b>	Athletes' Village Official Closing

## 1.2. Competition Management

Position	Name
Shooting Competition Manager	ALEINIK Yahor
Shooting Venue Manager	KARASEWICZ Joanna

## 1.3. European Shooting Confederation

Position	Name	NOC Code
ESC President	RATNER Alexander	GER
ESC Secretary General	FISCHL Doris	GER
ESC Vice President & Technical Delegate Rifle and Pistol	DAVIDOVICH Yair	ISR
ESC Vice President & Technical Delegate Shotgun	KYRITSIS Petros	CYP
ESC Vice President	KUUSISTO Pekka	FIN
ESC Vice President	NAGY György	HUN



## 1.4. Internations Technical Officials (ITOs)

The total number of ITOs is 25.

<b>Position</b>	<b>Name</b>	<b>NOC Code</b>
Anti-doping officer	HOTSMANAU Ivan	POL
PR/Media officer	RATNER Evgenii	ISR
Announcer	DOBOSZ Adam	POL
Chairman Rifle/Pistol Jury	FERENČAK Robert	SLO
Rifle Jury	VRBEK Biserka	CRO
Rifle Jury	LOUGHRIDGE Robert	GBR
Rifle Jury	BRZEZINSKI Patryk	POL
Pistol Jury	MOLINI CABRERA Maria Dolores	ESP
Pistol Jury	DELATTRE Claire	FRA
Pistol Jury	KOTYNIA Violetta	POL
Chairman Shotgun Jury	IMNAISHVILI Tamaz	GEO
Shotgun Jury	GIRAUD Melis	TUR
Shotgun Jury	XENOFONTOS Kostakis	CYP
Shotgun Jury	BOUCHE Christophe	FRA
Chairwoman RTS Jury	BRIEZ Ghislaine	FRA
RTS Jury	MARIĆ Nikola	SRB
RTS Jury	SZELENBAUM Rafał	POL
Chairwoman Equipment Control	HARTMANN Gabriele	GER
Equipment Control	MINKO Anton	FRA
Equipment Control	KRAUZ Rafał	POL
International Referee	BOZIC Drazen	CRO
International Referee	HERACLEOUS Yiannis	CYP
International Referee	VAN BELLAGHEM Hans	FRA
Chief Range Officer Finals	BAILLY Christian	FRA
RTS Officer	KIIS Kaupo	EST

## 1.5. Polish Sport Shooting Federation

<b>Position</b>	<b>Name</b>
PZSS President	Andrzej Kijowski
PZSS Executive Vice President	Tomasz Kwiecień
PZSS Sport Director	Jolanta Tołczyk

## 1.6. National Technical Officials (NTOs)

The total number of NTOs is 57.

<b>Position</b>	<b>Name</b>
Assistant Chief Range Officer Finals	SEKUŁA Andrzej
Finals Preparation Area Range Official	ZATOŃ Tomasz





Finals Preparation Area Range Official	MAŁYSZ Michał
Chief RTS Officer	KOŁODZIEJ Kinga
Assistance Chief RTS Officer	WOJCIESZAK Barbara
RTS Officer	ZAGÓRSKI Mirosław
RTS Officer	ŻARNA Przemysław
Chief Range Officer – 10m/50m	ZAKRZEWSKI Mateusz
Assistant Chief Range Officer – 10m/50m	CZERNIAWSKI Bartosz
Range Officers – 10m/50m	WIELGOMAS Szymon
Range Officers – 10m/50m	MICHALAK Kamil
Range Officers – 10m/50m	JERZAK Tomasz
Range Officers – 10m/50m	NAJMAN Krzysztof
Range Officers – 10m/50m	MĄCZKA Krzysztof
Range Officers – 10m/50m	NOWAK Marcin
Range Officers – 10m/50m	GAŁECKI Jan
Range Officers – 10m/50m	MILLER Przemysław
Range Officers – 10m/50m	BORKOWSKA Justyna
Chief Range Officer – 25m	KISIEL Krzysztof
Assistant Chief Range Officer – 25m	PRÓCHNICKI Andrzej
Range Officers – 25m	SUSŁOWICZ Andrzej
Range Officers – 25m	DRUSZCZ Arkadiusz
Range Officers – 25m	PIĄŚCIK Paweł
Range Officers – 25m	SZYMAŃSKI Marcin
Range Officers – 25m	OSMULSKI Robert
Range Officers – 25m	CISEK Dariusz
Range Officers – 25m	ZAJKOWSKI Adrian
Range Officers – 25m	MALARSKI Paweł
Chief Range Officer – Shotgun	STAL Piotr
Assistant Range Officer - Shotgun	TABAKA Mariusz
Assistant Range Officer - Shotgun	MIELCZAREK Krzysztof
Chief Referee – Shotgun	KOWALCZYK Wojciech
Referees – Shotgun	KAPŁON Ryszard
Referees – Shotgun	PAKUŁA Zbigniew
Referees – Shotgun	LENKIEWICZ Waclaw
Side Referees - Shotgun	KOZIKOWSKI Sebastian
Side Referees - Shotgun	NIEDZIAŁEK Kamil
Side Referees - Shotgun	KUROŃ Dariusz
Side Referees - Shotgun	MACHIJ Robert
Side Referees - Shotgun	GORZELAK Paweł
Side Referees - Shotgun	GÓRSKI Romuald
Side Referees - Shotgun	SOŁTYS Stanisław
Side Referees - Shotgun	SEJDA Piotr
Side Referees - Shotgun	GZEL Rafał
Side Referees - Shotgun	KRZYŻANIAK Adam
Side Referees - Shotgun	KLIMOWSKA Olga
Side Referees - Shotgun	STAHL Patrycja
Side Referees - Shotgun	MULARCZYK Tomasz





Side Referees - Shotgun	KAPŁON Łukasz
Chief Equipment Control	CICHECKA Małgorzata
Equipment Control Officer – Rifle	TAYSNER Ryszard
Equipment Control Officer – Rifle	STACHURA Małgorzata
Equipment Control Officer – Rifle	PECICAN Liviu
Equipment Control Officer – Rifle	BARAŃSKI Andrzej
Equipment Control Officer – Pistol	MORAWSKI Adam
Equipment Control Officer – Pistol	ROKITA Zbigniew
Equipment Control Officer – Pistol	WOJCIESZAK Barbara
Equipment Control Officer – Shotgun	PRZYBYŁA Krystian
Equipment Control Officer – Shotgun	MONDEL Bartłomiej
Velocity testing Officer	STRANC Henryk

## 1.7. Medal Events

### Individual Events (12)

#### Individual Men's events (6)

10m Air Rifle Men (ARM)  
 10m Air Pistol Men (APM)  
 50m Rifle 3 Positions Men (R3P M)  
 25m Rapid Fire Pistol Men (RFP M)  
 Trap Men (TRM)  
 Skeet Men (SKM)

#### Individual Women's events (6)

10m Air Rifle Women (ARW)  
 10m Air Pistol Women (APW)  
 50m Rifle 3 Positions Women (R3PW)  
 25m Pistol Women (SP W)  
 Trap Women (TRW)  
 Skeet Women (SKW)

### Team Events (12)

#### Team Men's events (6)

10m Air Rifle Team Men (ARTM)  
 50m Rifle 3 Positions Team Men (R3P TM)  
 10m Air Pistol Team Men (AP TM)  
 25m Rapid Fire Pistol Team Men (RFP TM)  
 Trap Team Men (TR TM)  
 Skeet Team Men (SK TM)

#### Team Women's events (6)

10m Air Rifle Team Women (AR TW)  
 50m Rifle 3 Positions Team Women (R3PTW)  
 10m Air Pistol Team Women (AP TW)  
 25m Pistol Team Women (SP TW)  
 Trap Team Women (TR TW)  
 Skeet Team Women (SK TW)

### Mixed Team Events (6)

10m Air Rifle Mixed Team (AR MT)  
 10m Air Pistol Mixed Team (AP MT)  
 25m Rapid Fire Pistol Mixed Team (RFP MT)  
 50m Rifle 3 Position Mixed Team (R3P MT)  
 Skeet Mixed Team (SK MT)  
 Trap Mixed Team (TR MT)







## 1.8. Competition Format

**Number of events** 30

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**Type of events** Individual Events \ Team Events

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**Type of competition** Individual

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**Competition phases** The competition stages of all events are:

- Qualification
- Final

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**Competition format** Each individual event consists of:

1. Qualification from which the top 8 athletes qualify for the Final. In the qualification, athletes shoot a defined number of shots depending on the event.
2. Final scoring starts from zero (no scores are carried forward from the Qualification).

Each team event consists of:

3. Qualification (2 parts).
4. Final (a Bronze Medal Match and a Gold/Silver Medal Match).

Three (3) athletes from the same Nation

Each Mixed Team event consists of:

5. Qualification.
6. Final (a Bronze Medal Match and a Gold/Silver Medal Match).

One male and one female athlete from same Nation.

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QUALIFICATION

Sixty (60) Match shots are to be fired in 1 hour and 15 minutes. (75 minutes)

Air Rifle will be Decimal Scoring

Air Pistol will be Full ring (integer) Scoring

FINAL

The Final consists of a Ranking Match with Decimal scoring. This will determine positions 8th to 3rd

This is followed by a Medal Match to determine the Gold and Silver medalists.

RANKING MATCH


The Ranking Match will consist of a single relay comprising eight (8) athletes. Athletes are progressively eliminated after firing several five (5) shot series until two (2) athletes remain who will progress to the Gold/Silver Medal Match.

Firing points are designated R1, A, B...to...H, R2. The eight (8) qualifying athletes will be allocated firing points as per the rule. Scores start from zero. Athletes will fire three (3) series of five (5) shots in a time limit of 250 seconds. Decimal scoring applies. After 15 shots (5 + 5 + 5), places 8 and 7 are decided and those athletes withdraw from the firing line. The remaining six (6) athletes fire a further series of five (5) shots, after which places 6 and 5 are decided and those athletes withdraw from the firing line. The remaining four (4) athletes fire a further series of five (5) shots after which places 4 and 3 (bronze medal), are decided and athletes withdraw from the firing line. The two (2) athletes ranked with the highest scores will progress to the Gold/Silver Medal Match and will remain on the same firing points.

GOLD/SILVER MEDAL MATCH

The Gold/Silver Medal match will continue immediately after Athletes ranked 8th to 3rd have left the firing line, during which time the targets are re-set and scores zeroed.

Also, during this time, the Coaches may speak with their Athletes for one (1) minute (Timeout).



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The Gold/Silver Medal match consists of both athletes firing a series of single shots on command in a time limit of fifty (50) seconds per shot.

Points are awarded according to the ranking after each shot, i.e.

Highest value 2 points

Tied scores 1 point

Lowest value 0 points

The winner and gold medallist will be the first athlete to score sixteen (16) or more points. The other athlete will win the silver medal.

**QUALIFICATION**

A 60-shot course of fire (3 x 20) in 1hr 30 minutes, in the sequence: Kneeling, Prone, Standing. The top eight (8) athletes in the Qualification will progress to the Final. Qualification scores are not carried forward to the Final.

**FINAL**

Consists of two parts:

Part 1 – Ranking Match to decide positions from 8th to 3<sup>rd</sup>.

Part 2– Gold/Silver Medal Match to determine 1st and 2nd place.

**RANKING MATCH**


The Ranking Match will consist of a single relay with eight (8) athletes shooting simultaneously.

Ten (10) shots are to be fired in each position in the sequence, Kneeling, Prone, Standing. Three minutes twenty seconds (200 secs.) to fire 5 shots in the Kneeling position. This series is then repeated. (5 + 5 = 10 shots). Six (6) minutes changeover from Kneeling to Prone, including sighting shots. A thirty (30) second warning will be given towards the end. Two minutes thirty seconds (150 secs) to fire 5 shots in the Prone position. This series is then repeated. (5 + 5 = 10 shots). Eight (8) minutes changeover from Prone to Standing, including sighting shots. A thirty (30) second warning will be given towards the end. Four minutes and ten seconds (250 secs) to fire 5 shots in the Standing position. This series is then repeated (5 + 5 = 10 shots). After 30 shots (10 + 10 + 10), places 8 and 7 are decided. The remaining six (6) athletes fire a further series of five (5) shots in a time limit of 250 seconds, after which places 6 and 5 are decided.

**BRONZE MEDAL MATCH**

The remaining four (4) athletes fire a further series of five (5) shots in a time limit of 250 seconds, after which places 4 and 3 (bronze medal), are decided. The two (2) athletes ranked with the highest scores will progress to

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the Gold/Silver Medal Match and will remain on the same firing points.

#### GOLD/SILVER MEDAL MATCH

The Gold/Silver Medal Match will continue immediately after athletes ranked 8th to 3rd have left the Firing line, during which time the targets are re-set and scores zeroed.

Also, during this time, the Coaches may speak with their Athletes for one (1) minute (Timeout).

The Gold/Silver Medal Match consists of both athletes firing a series of single shots on command in a time limit of fifty (50) seconds per shot. The athletes will remain on the same firing points. Points are awarded according to the scores after each shot, i.e.

Highest value: 2 points

Tied scores: 1 point

Lowest value: 0 points

The winner and gold medallist will be the first athlete to score sixteen (16) or more points. The other athlete will win the silver medal.

QUALIFICATION

The program for each event is 60 MATCH shots divided into two (2) parts of 30 shots fired in each part. Thirty (30) shots precision stage and thirty (30) shots rapid stage. The top eight (8) athletes in the Qualification stage will progress to the Final Stage.

FINAL

Consists of two (2) parts:

Part 1 – two (2) Ranking Matches

Part 2 – Medal Match

Hit/Miss. The hit zone is 10.2 or higher.

RANKING MATCH

Four (4) athletes will compete in each of the two (2) Ranking Matches.

Part 1 will take place over two (2) Ranking Matches with four athletes in each.

Athletes will be allocated to each Ranking Match based on their placing in the Qualification.

Athletes ranked 1st, 3rd, 5th, and 7th in Qualification will shoot in Ranking Match 1 and will be allocated firing points as per the rule. Athletes ranked 2nd, 4th, 6th, and 8th in Qualification will shoot in Ranking Match 2 and will be allocated firing points as per the rule.

Four (4) athletes start from zero and fire four (4) series of five (5) shots in a rapid stage of 7/3 seconds for each shot. All athletes fire on command together.

After four (4) series (20 shots) the two (2) athletes with the lowest number of hits are announced 3rd and 4th in Ranking Match 1. The athletes will be ranked depending on their ranking in the ranking matches, in case of equal results the Qualification score will decide the final ranking. The two (2) highest-scoring athletes from each Ranking Match will progress to the Medal Match. If at any stage in either Ranking Match there is a tie for the lowest ranking athletes to be decided, the tied

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athletes will fire additional tie-breaking series until the tie is broken.

Ranking Match 2 will be conducted in the same way as Ranking Match 1.

#### MEDAL MATCHES

There must be a minimum of ten (10) minutes between the end of Ranking Match 2 and the Equipment Set-up.

For the Medal Match, firing points will be numbered B & C and F & G.

Firing points will be allocated as follows:

- Second placed athlete in Ranking Match 2 – B
- First placed athlete in Ranking Match 2 – C
- First placed athlete in Ranking Match 1 – F
- Second placed athlete in Ranking Match 1 – G

All athletes fire in the Medal Match on one command together.

All four athletes will start from zero and fire four (4) series of five (5) shots in rapid stage of 7/3 seconds for each shot, on command in a repeat of the first part of the Final.

The same timings and allocation of points according to shot values will apply.

After four (4) series (20 shots) the athlete with the lowest number of hits is awarded 4<sup>th</sup> place is decided and will take his allocated seat on the FOP.

#### BRONZE MEDAL MATCH

The three (3) remaining athletes fire two (2) further series. After a total of six (6) series (30 shots), the lowest scoring athlete will be awarded the Bronze medal and will take his allocated seat on the FOP.

#### GOLD / SILVER MEDAL MATCH

The two (2) remaining athletes will compete for the Gold/Silver medals by firing a further two (2) series of five (5 shots) (total 40 shots). In case after seven 7 series of 5 shots (35 shots completed) the difference between the two remaining in the Gold/Silver Medal Match athletes is 6 hits or more, then the Match will be stopped and "GOLDEN HIT" will be declared, by the CRO.

Also, during this time, the Coaches may speak with their Athletes for one (1) minute (Timeout).

QUALIFICATION

The two (2) Qualification stages will be conducted according to the Competition Procedures specified in the current ISSF Technical & Pistol rules for 25m unless otherwise specified in these rules. Thirty (30) shots in each stage. The top eight (8) athletes in the Qualification stage will progress to the Final Stage.

FINAL

Final: Consists of two parts.

Final Part 1: To reduce the finalists from 8 to 4.

Final Part 2: To decide all three medals.

Hit/Miss. The hit zone is 9.7 or higher.

RANKING MATCH

Final Part 1 will take place over two Ranking Matches with four (4) athletes in each.

The athletes in each Ranking Match will use the same firing points. Firing points will be numbered A & B, on the left-side bank of targets and C & D, on the right-side bank of targets

Four (4) athletes will compete in each of the two Ranking Matches. Athletes will be allocated to each Ranking Match based on their placing in the Qualification. Athletes ranked 1st, 3rd, 5th, and 7th in Qualification will shoot in Ranking Match 1 and will be allocated firing points as per the rule. Athletes ranked 2nd, 4th, 6th, and 8th in Qualification will shoot in Ranking Match 2 and will be allocated firing points as per the rule.

Four (4) athletes start from zero and fire four (4) series of five (5) shots in four (4) seconds. All athletes fire on command. After four (4) series (20 shots) the two (2) athletes with the lowest number of hits are announced 3rd and 4th in Ranking Match 1.

The athletes will be ranked depending on their ranking in Qualification compared with the athletes in 3rd and 4th in Ranking Match 2.

The two highest-scoring athletes from each Ranking Match will progress to the Medal Match.



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### MEDAL MATCH

For the Medal Match, firing points will be numbered A & B and C & D.

Firing points will be allocated as follows:

- Second placed athlete in Ranking Match 1 – A
- First placed athlete in Ranking Match 1 – B
- First placed athlete in Ranking Match 2 – C
- Second placed athlete in Ranking Match 2 – D

All four (4) athletes will start from zero and fire four (4) series of five (5) shots in rapid stage of 4 seconds for each 5 shot series. After four (4) series (20 shots) the athlete with the lowest number of hits is awarded 4th place and will be seated on the FOP.

The remaining three (3) athletes will now fire individually. The three (3) remaining athletes fire two (2) further series. After a total of six (6) series (30 shots), the lowest scoring athlete will be awarded the Bronze medal and will take his allocated seat on the FOP.

### GOLD / SILVER MEDAL MATCH

The two (2) remaining athletes will compete for the Gold/Silver medals by firing a further two (2) series of 5 shots (total 40 shots). In case after 7 series of 5 shots (35 shots completed) the difference between the two (2) remaining in the Medal Match athletes is 6 hits or more, then the Match will be stopped and "GOLDEN HIT" will be declared, by the CRO.

Also, during this time, the Coaches may speak with their Athletes for one (1) minute (Timeout).

QUALIFICATION

The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF Shotgun rules for Skeet (section 9.10) and Trap (section 9.8) unless otherwise specified in these rules. The total number of targets is 125, shot in 2 or 3 days, in 5 rounds of 25 targets each round. After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final. Any ties for places 1 to 8 will be decided by a shoot-off in accordance with the current rules.

FINAL

The Final consists of Ranking Match 1 and Ranking Match 2, composed of 4 athletes each, and the Medal Match, composed of the 2 winners from each Ranking Match. Ranking Match 1 will be composed of the athletes in places 1, 3, 5, and 7, after the Qualification stage or any eventual shoot-offs. Ranking Match 2 will be composed of the athletes in places 2, 4, 6, and 8, after

the Qualification stage or any eventual shoot-offs. The 4 athletes (in each Ranking Match) will shoot in Bib number order (lower Bib number - highest Qualification Ranking) to shoot first.

SKEET

Athletes will start from 0 and compete on stations 3,4 & 5 in a series of double targets followed by progressive eliminations that continue until the 2 winners are decided. First, the 4 athletes, one behind the other, in Bib number order will each shoot a total of 20 targets (10 doubles) in the following sequence:

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse) Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse) Station 3: 4 targets (2 doubles – 1 normal & 1 reverse) Station 4: 2 targets (1 reverse double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse) After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of

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hits takes the 4th place. In case of equal scores, the athlete with the higher Bib number (lower Ranking Match result) is acknowledged in 4th place.

The remaining 3 athletes will continue to shoot in the following sequence composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 30 targets of the two series (20+10=30 targets) is acknowledged in 3rd place. Any ties after the 2nd series will be decided by a shoot-off as per Rule 9.18.3.3 (Skeet Shoot-Off Procedures during the Final). The two winning athletes in 1st and 2nd place (from each Ranking Match) will qualify in the Medal Match. The eliminated 4 athletes (2 from each Ranking Match), will be ranked in places 5,6,7,8 on the basis of their Ranking Match result. In case of equal Ranking Match results then the places will be decided by the Qualification Ranking.

#### TRAP

Athletes will start from 0 and compete in series of target sequences followed by progressive eliminations that continue until the 2 winners are decided. Each of the 4 athletes will shoot first 15 targets each (1 centre, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits is acknowledged in 4th place. 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 from the total 25 targets of the two series (15+10=25) is acknowledged in 3rd place. Any ties after the 2nd series will be decided by a shoot-off as per Rule 9.18.3.3 (Trap Shoot-Off Procedures during the Final). The two winning athletes in 1st and 2nd place (from each Ranking Match) will qualify in the Medal Match. The eliminated 4 athletes (2 from each Ranking Match), will be ranked in places 5,6,7,8 on the basis of their Ranking Match result. In case of equal Ranking Match results then the places will be decided by the Qualification Ranking.

#### MEDAL MATCH STARTING POSITIONS

The starting positions in the Medal Match of the 4 qualified athletes (the 2 winners of Ranking Match 1 and the 2 winners of Ranking Match 2), is decided by their Ranking Match result (highest Ranking Match result

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will receive the lower Bib number and will shoot first). In case of equal Ranking Match results, the starting positions and Bib number will be decided by the Qualification Ranking.

#### SKEET MEDAL MATCH

Athletes will start from 0 and compete on stations 3, 4, & 5, in series of double targets (SKEET) followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4th place).

First, the 4 athletes, one behind the other, in Bib number order will each shoot a total of 20 targets (10 doubles) in the following sequence:

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 reverse double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)  
After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of hits takes the 4th place. In case of equal scores, the athlete with the higher Bib number (lower Ranking Match result) is acknowledged in 4th place.

The remaining 3 athletes will continue to shoot in the following sequence composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse) After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 30 targets of the two series (20+10=30 targets) is acknowledged in 3rd place (Bronze medal decided).

The remaining 2 athletes will continue to shoot in the following sequence

composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 reverse double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse) After the 3rd Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 40 targets of the three series (20+10+10=40 targets) will be awarded the Silver medal and the winner will be awarded the Gold medal. Ties will be decided by an immediate shoot-off.

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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 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 Member in Charge.

#### TRAP MEDAL MATCH

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, 4th place). First, each of the 4 athletes shoots 15 targets (1 centre, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits is acknowledged in 4th place (4th place decided). In case of equal scores, the athlete with the higher Bib number (lower Ranking Match result) is ranked 4<sup>th</sup>. 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 from the total of 25 targets of the two

series ( $15+10=25$ ) is acknowledged in 3<sup>rd</sup> place (Bronze Medal decided). In case of equal scores, the athlete with the higher Bib number (lower Ranking Match result) is awarded the Bronze Medal. The remaining 2 athletes will continue to decide the Gold/Silver Medal. 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. Ties will be decided by an immediate shoot-off. 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 Member in Charge.

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## 10m ART, APT events

Three (3) athletes of the same gender will participate in 2 stages:

- Qualification (consists of 2 parts)
- Final (consists of Medal Matches).

### QUALIFICATION PART 1

Each member of the Team has to make thirty (30) shots in thirty (30) min. The allocation of athletes to targets will be according to the published Start-list. Members of each Team shoot next to each other.

### QUALIFICATION PART 2

The top eight (8) ranked Teams from Qualification part 1 will take their places at firing points allocated randomly by software according to the Start list. Athletes will be positioned at a designated part of the range with a reserve firing-point between each Team.

Each athlete will fire twenty (20) match shots (total 60 shots per Team), in a time limit of twenty (20) minutes. Each athlete fires independently of their Team members.

The scores of each Team member will be added together and the Team results will be ranked.

The four (4) top-ranked Teams will progress to the Final.

Teams ranked 1st and 2nd will compete against each other in the Gold/Silver Medal Match.

Teams ranked 3rd and 4th will compete against each other in the Bronze Medal Match.


### FINAL

The Final consists of a Bronze Medal Match followed by a Gold/Silver Medal Match. The procedure for conducting both Matches will be the same, with appropriate wording used by the CRO in each case. Decimal scoring will be used in the Medal Matches.

Two (2) Teams start from zero and make single shots.

The score of each shot is determined by the combined result of all three (3) members of the Team. The value of each shot is 2 points. In case of equal result in a shot both Teams get 1 point. The lower shot is zero points. The first Team to score 16 points or more will win the Match. In case of a tie where both Teams have scored at least 16 points, the Match will continue with one (1) additional shot fired by all three (3) members of each

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Team to decide the tie. This procedure will be repeated until the tie is broken.

2 stages:

- Qualification (consists of 2 parts)
- Final (consists of Medal Matches)

#### QUALIFICATION PART 1

Members of each Team shoot next to each other. Each athlete will fire fifteen (15) shots in each position in the order:

kneeling-prone-standing, (total 135 shots per Team), in a time limit of 50 minutes. The scores of each Team member will be added together and the Team results will be ranked. The eight (8) top-ranked Teams will progress to Qualification part 2.

#### QUALIFICATION PART 2

The Qualifying teams from Part 1 will move to firing-points in a designated part of the range so that they are positioned next to each other, with a reserve firing-point between each Team. Members of each team shoot next to each other. Firing-points for each Team are allocated randomly by software.

Team scores from Qualification part 1 are not carried forward to part 2. All Teams start from zero. Each athlete will fire ten (10) shots in each position in the order: kneeling-prone-standing, (total 90 shots per Team), in a time limit of 35 minutes. The scores of each Team member will be added together and the Team results will be ranked. The four (4) top-ranked Teams will progress to the Final. Teams ranked 1st and 2nd will compete against each other in the Gold Medal Match. Teams ranked 3rd and 4th will compete against each other in the Bronze Medal Match.


#### FINAL

The Final consists of a Bronze Medal Match followed by a Gold/Silver Medal Match. The procedure for conducting both Matches will be the same, with appropriate wording used by the CRO in each case.

Each member of a Team will shoot in a different position: kneeling, prone and standing, as decided between them and their Coach. The Team Coach must notify the RTS Jury which athlete will shoot in each position the end of Qualification Part 2, and confirm at the Reporting Area (30 minutes before the Final).

Each round will be fired on command of the CRO, with all athletes firing a single shot in a time limit of fifty (50) seconds. Decimal scoring will be used in all Medal Matches. One Team will compete against the other Team. Two (2) Teams start from zero and make single





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shots. The score of each shot is determined by the combined result of all three members of the Team.

The value of each shot is 2 points. In case of equal

result in a shot both Teams get 1 point. The lower shot is zero points. The first Team to score 16 points or more will win the Match. In case of a tie where both Teams have scored at least 16 points, the Match will continue with one (1) additional shot fired by all three members of each Team to decide the tie. This

procedure will be repeated if the scores are still tied.

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## 25m RFPT event

Two (2) stages:

- Qualification (consists of 2 parts)
- Final (consists of Medal Matches)

### QUALIFICATION PART 1

Competition shots: 2 series by each Team member in 8, 6 and 4 sec. (total 90 shots) per Team. Each athlete fires independently of their teammate, standing next to each other. The scores of each Team member will be added together and the Team results will be ranked. The eight (8) top ranked Teams will progress to Qualification part 2.

### QUALIFICATION PART 2

Team scores from Qualification part 1 are not carried forwards to part 2. All Teams start from zero. Competition shots: 4 series for each Team member in 4 seconds, (Total 60 shots). The scores of each Team member will be added together and the Team results will be ranked. The four (4) top-ranked Teams will progress to the Final. Teams ranked 1st and 2nd will compete against each other in the Gold Medal-Match. Teams ranked 3rd and 4th will compete against each other in the Bronze Medal-Match.

### FINAL

Decimal scoring will be used, and the hit zone will be 9.7 or higher.

For the Bronze Medal Match, the Team ranked third after Qualification should take positions on Bay A, B and C, together with the Team ranked fourth.

For the Gold/Silver Medal Match, the Team ranked first after Qualification should take positions on Bay A, B, and C, together with the Team ranked second.

Competition shots: series of 5 shots in 4 seconds.

All three (3) athletes per Team shot at the same time, after all three had fired in 4 sec., a total result will show on the board. One Team shoots after another. The Team that has more hits in a series gets 2 points. In case of equal number of hits, each Team gets one point. The Team that has less hits gets zero points. The winner of the Match is the Team that earns first 16 points.

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## 25m SPT event

Two (2) stages:

- Qualification (consists of 2 parts)
- Final consists of Medal Matches

### QUALIFICATION PART 1

The scores of each Team member will be added together and the Team results will be ranked.

Fifteen (15) shots in precision Stage and 15 shots in Rapid Stage by each Team member. In total ninety (90) shots per Team.

Each athlete fires independently of the Team mates, standing next to each other. The top eight (8) Teams after part 1 proceed to part 2.

Team scores from part 1 are not carried forward to Part 2.

### QUALIFICATION PART 2

Three (3) series of five (5) shots by each Team member in Rapid Fire stage. In total fifteen (15) shots by each Team member, forty-five (45) shots for the whole Team. The four (4) top-ranked Teams will progress to the Final.

### FINAL

Consists of a Bronze Medal Match and a Gold/Silver Medal Match.

The procedure for conducting both Matches is the same Teams ranked 1st and 2nd after Qualification 2 will compete against each other in the Gold/Silver Medal Match.

Teams ranked 3rd and 4th after Qualification 2 will compete against each other in the Bronze Medal Match.

Series of five (5) shots in Rapid stage on hit and miss. Hit zone is 10.2 or higher. In each series the Team with the highest combined number of hits compared against the other Team in the Match, wins two (2) points.

In case of equal number of hits each Team receives one (1) point. The Team that has lower number of hits gets zero points. The Team to reach sixteen (16) points or more first wins the Match. In case of a tie where both Teams have scored 16 points the Match will continue with one (1) additional extra series fired by all members of each Team to decide the tie. If the scores are still tied the Teams will continue to shoot additional shots on command until the tie is broken.

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### QUALIFICATION

The Qualification is composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). Total number of targets per team 75 X 3 = 225 targets. Team squadding will be done by a random draw. The three members of each

Team must be squadded to fire next to each other in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.

After the end of the Qualification, the teams will be ranked in descending order by the combined total results of the three (3) members of each team 75 X 3 = 225 targets, as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.d) If two or more teams are tied for any position from 1st to 4th place, their qualification ranking must be decided by a shoot off. In case of more than one shoot off, lower position shoot offs must be shot first, followed by higher position shoot offs. In case of tied scores, the ranking of 5th place and below, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3. The top four (4) teams will qualify to compete in the Final.

### FINAL


The Final consists of two (2) Medal Matches: The Gold/Silver Medal Match (teams in 1st and 2nd place) and the Bronze Medal Match (teams in 3rd and 4th place). The four (4) teams which will qualify for the Final will be allocated new Bib numbers on the basis of their final qualification ranking and any eventual shoot-offs. In the Medal Matches each member of the two teams will shoot, in sequence on each of the stations 3,4,5,3 & 4 (5 series), 4 targets (2 doubles). Maximum 20 targets each athlete, as follows:

1st series - Station 3: 1 normal and 1 reverse double  
2nd series - Station 4: 1 normal and 1 reverse double  
3rd series - Station 5: 1 normal and 1 reverse double  
4th series - Station 3: 1 normal and 1 reverse double  
5th series - Station 4: 1 normal and 1 reverse double.

After each series (after each station) the team with the highest number of hit targets out of the total score of 12 targets (3 athletes X 4 targets = 12) will

receive 2 points and the other team 0 points. If the results are equal, then each team will receive 1 point. The points of each series will be carried forward to the next series (station). The scores (number of hit targets), however, of each series (station) will not

be carried forward to the next series. The scores in each series (station) will start from zero. The first team to win



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six (6) points at any stage of the Match will be the winner. If at the end of the 5th series (station 4) the two teams have the same number of points 5:5 then, the winner will be decided by a shoot off. In case, at the last stage (last series) of the Medal Matches, the winning team of the Match can be clearly established mathematically from the total number of targets already shot by the members of the team, before the total number of targets of the Match are completed, then the Match will be stopped by the Jury Member in Charge and „Golden Hit“ will be declared.

QUALIFICATION

The Qualification is composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). Total number of targets per team 75 X 3 = 225 targets. Team squadding will be done by a random draw. The three members of each

Team must be squadded to fire next to each other in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.


After the end of the Qualification, the teams will be ranked in descending order by the combined total results of the three (3) members of each team 75 X 3 = 225 targets, as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.d) If two or more teams are tied for any position from 1st to 4th place, their qualification ranking must be decided by a shoot off. In case of more than one shoot off, lower position shoot offs must be shot first, followed by higher position shoot offs. In case of tied scores, the ranking of 5th place and below, not decided by a

shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3. The top four (4) teams will qualify to compete in the Final.

FINAL

The Final consists of two (2) Medal Matches: The Gold/Silver Medal Match (teams in 1st and 2nd place) and the Bronze Medal Match (teams in 3rd and 4th place). The four (4) teams which will qualify for the Final will be allocated new Bib numbers on the basis of their final qualification ranking and any eventual shoot-offs. In the Medal Matches each member of the two teams will shoot, up to five (5) series of five (5) targets in each series. During each series, each team will shoot fifteen (15) targets (5 targets X 3 athletes = 15 targets). Maximum twenty-five (25) targets each athlete (25 X 3 = 75 targets each team). During each series, the sequence of the fifteen (15) targets of each team, will be composed of one (1) left, one (1) right and one (1) center target from each station. After each series of 5 targets the team with the higher number of hit targets out of the total score of 15 targets (3 athletes X 5 targets = 15), will receive 2 points and the other team 0 points. If the results are equal, then each team will receive 1 point. The points of each series will be carried forward to the next series. The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores in each series will start from zero. The first team to win six (6) points, will be the winner of the Match. If at the end of the 5th series the two teams have the same

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number of points 5:5, then, the winner will be decided by a shoot-off.

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**10m ARMT, APMT events**

The 10m Air Rifle and Pistol Mixed Team events consist of two (2) stages:

Qualification

Qualification consists of Medal Matches

QUALIFICATION

Scoring:

Air Rifle: Decimal scoring.

Air Pistol: Full ring scoring with inner tens.

Qualification scores are not carried forward to the Final. Teams in each relay will shoot on positions according to the published start lists.

These will be produced showing the female athlete in each Team on the left of the male athlete.

Thirty (30) Match shots to be fired by each Team member in thirty (30) minutes. Each Team member shoots independently of their partner. The highest scoring four (4) ranked Teams will progress to the Final.

Mixed Teams ranked 1st and 2nd will compete against each other in the Gold/Silver Medal Match.

Mixed Teams ranked 3rd and 4th will compete against each other in the Bronze Medal Match.

FINAL

All match shots in the Final (both Rifle and Pistol) will be scored with decimal scoring. Athletes will fire single shots on command in 50 seconds. Points are awarded according to the total team score, as follows:

Highest total: 2 points

Tied scores: 1 point

Lowest total: 0 points

The first Team to reach 16 points or more will be declared the winner of the Match.

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**25m RFPMT event**

Two (2) stages:

- Qualification (consists of 2 parts).
- Final (consists of Medal Matches).

#### QUALIFICATION PART 1

Full ring with inner tens). Members of each Mixed Team shoot on one Firing point.

These will be produced showing the female athlete in each Team on the left of the male athlete. Competition shots: 2 series in 8- 6- and 4 sec (30 shots) by each Mixed Team member (total 60 shots). Each athlete fires independently of the partner.

One after another in each series upon command of the CRO. The scores of each Team member will be added together and the Team results will be ranked. The eight (8) top Ranked Teams will progress to Qualification part 2.

#### QUALIFICATION PART 2

Team scores from Qualification part 1 are not carried

Forwards to part 2. All Teams start from zero.

Competition shots: 2 series by each team member in 6 and 4seconds (total 40 shots).

Each athlete fires independently of the partner.

One after another in each series upon command of the CRO. The scores of each Mixed Team member will be added together and the Mixed Team results will be ranked. The four (4) top-ranked Mixed Teams will progress to the Final.

Mixed Teams ranked 1st and 2nd will compete against each other in the Gold/Silver Medal Match.

Mixed Teams ranked 3rd and 4th will compete against each other in the Bronze Medal Match.

#### FINAL

Decimal scoring will be used, and the hit zone will be 9.7 or higher. Competitions shots: series of five (5) shots in 4 sec.

Each Mixed Team member fires independently of the partner.

One after another in each series upon command of the CRO. The Mixed Team decides which of the athletes shoot first, and which second. The athlete on the left side of each Mixed Team shoots first.



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The athlete on the right side of each Mixed Team shoots second.

The Mixed Team that has more hits in a series gets 2 points. In case of equal number of hits, each Mixed Team gets one point. The Mixed Team that has less hits in a series gets zero points. The winner of the Match is the Mixed Team that earns first 16 points.

Two (2) stages:

- Qualification (consists of 2 parts).
- Final (consists of Medal Matches).

#### QUALIFICATION PART 1

These will be produced showing the female athlete in each Team on the left of the male athlete.

Each athlete will fire 15 shots in each position in the order: kneeling-prone-standing, (total ninety (90) shots per Mixed Team), in a time limit of fifty (50) minutes.

The scores of each Mixed Team member will be added together and the Team results will be ranked. The eight (8) top-ranked Mixed Teams will progress to Qualification part 2.

#### QUALIFICATION PART 2

Mixed Team scores from Qualification part 1 are not carried forward to part 2. All Mixed Teams start from zero.

Each athlete will fire ten (10) shots in each position in the order: kneeling-prone-standing, (total sixty (60) shots per Mixed Team), in a time limit of thirty-five (35) minutes. The scores of each Mixed Team member will be added together and the Mixed Team results will be ranked.

The four (4) top-ranked Mixed Teams will progress to the Final.

#### FINAL

The Final consists of a Bronze Medal Match followed by a Gold/Silver Medal Match. The procedure for conducting both Medal Matches will be the same, with appropriate wording used by the CRO in each case.

One athlete in each Mixed Team will shoot in the kneeling position and the other in the standing position, as decided between them and their Coach. Each round will be fired on command of the CRO, with all athletes firing a single shot in a time limit of 50 seconds.


Decimal scoring will be used in all Medal Matches. Two Mixed Teams start from zero and make single shots. The score of each shot is determined by the combined result of all two members of the Mixed Team. The value of each shot is 2 points. In case of equal result in a shot both Mixed Teams get 1 point. The lower shot is zero points. The first Mixed Team to score 16 points or more will win the Match.

### QUALIFICATION

Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition. Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets each – (3 rounds X 25 targets = 75 targets X 2 athletes = Total 150 targets for each team). After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female)  $75 \times 2 = 150$  (as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3). Any ties for 1st to 4th place must be decided by shot off. The four (4) highest-ranking Mixed Teams after qualification and any eventual shoot offs will qualify for the Medal Matches. The 1st and 2nd teams will qualify for the Gold/Silver Medals and the 3rd and 4th teams will qualify for the Bronze Medal/4th place.

### MEDAL MATCHES

The starting positions in the Medal Matches are decided by the Bib number of each Mixed Team on the basis of their qualification ranking and any eventual shoot offs after qualification (lowest bib number to start first). Before the Medal Matches, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation of all the qualified Mixed Teams in the Medal Matches. The preparation time limit, on each station is 30 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, (as per ISSF rules). The 2 Mixed Teams (4 athletes) of each Medal Match will start from 0 and compete on stations 3, 4, 5, 3 & 4 until the winners are decided as follows: The Mixed Team with the lower Bib number will start first, from station 3 followed by the second Mixed Team. The two athletes from each Mixed Team will each shoot, in Bib number order, 2 doubles (1 normal and 1 reverse double), 4 shots (8 shots per Mixed Team). After each station, the Mixed Team with the highest result after the  $4+4=8$  shots, will receive 2 points. The team with the lowest result will receive 0 points. In case of equal result each Mixed Team will receive 1 point. The shooting sequence (which team will shoot first) will alternate between the two Mixed Teams, after each station (i.e., on station 4 the 2<sup>nd</sup> team will shoot first followed by the 1<sup>st</sup> team. On station 5 the 1<sup>st</sup> team will shoot first followed by the 2<sup>nd</sup> team and so on). The points of each station will be carried forward to the next



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station. The scores (number of hit targets), however, of each station will not be carried forward to the next station. The scores of each station will start from zero. This process will continue in sequence on stations 3,4,5,3 and 4 (5 stations) and the Mixed Team to win first 6 points will be the winner. If at the end of the 5<sup>th</sup> series the two teams have the same number of points 5:5, then, the winner will be decided by a shoot-off.


In case, at any stage of the Medal Matches, the winning team of the match can be clearly established mathematically from the total number of targets already shot by the members of the teams, before the total numbers 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 winning team will then be announced.

**QUALIFICATION**

Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition. Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets each – (3 rounds X 25 targets = 75 targets X 2 athletes = Total 150 targets for each team). After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female)  $75 \times 2 = 150$  (as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3). Any ties for 1st to 4th place must be decided by shoot-off. The four (4) highest-ranking Mixed Teams after qualification and any eventual shoot offs will qualify for the Medal Matches. The 1<sup>st</sup> and 2<sup>nd</sup> teams will qualify for the Gold/Silver Medal and the 3<sup>rd</sup> & 4<sup>th</sup> teams will qualify for the Bronze Medal/4<sup>th</sup> place.

**MEDAL MATCHES**

The starting positions in the Medal Matches are decided by the Bib number of each Mixed Team on the basis of their qualification ranking and any eventual shoot offs after qualification (lowest bib number to start first). Before the Medal Matches, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation of the all-qualified Mixed Teams in the Medal Matches. The 2 Mixed Teams (4 athletes) of each Medal Match will start from 0 and compete in series of 5- target sequences as follows: The athletes of the 1st team (lower Bib number) will occupy shooting stations 1 and 2 in Bib number order. The athletes of the 2nd Team will occupy shooting stations 3 and 4 also in Bib number order. Number of targets: Up to five (5) series of five (5) targets each series to a maximum of twenty-five (25) targets each athlete. During each series, each athlete from each team will shoot 5 targets (5 targets X 2 athletes = 10 targets). The shooting sequence (which team will shoot first) will alternate between the two teams after each series of 5 targets. During each series, the sequence of the ten (10) targets of each Team (5 targets X 2 athletes = 10) will be composed of four (4) left, four (4) right and two (2) center targets in random order from any of the stations. After each series of 5 targets the team with the highest number of hits out of the total score of 10 targets (2 athletes X 5 targets = 10), will receive 2 points. The team with the lower result will receive 0 points and if the results are equal, then each



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team will receive 1 point. The points of each series will be carried forward to the next series. The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores of each series will start from zero. The team that earns six (6) points first, will be the winner. If at the end of the 5th series the two teams have the same number of points 5:5, then, the winner will be decided by a shoot-off.

In case, at any stage of the Medal Matches, the winning team of the match can be clearly established mathematically from the total number of targets already shot by the members of the teams, before the total numbers 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 winning team will then be announced.

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**Venue type**

Rifle and Pistol: Indoor (Qualification 10m hall), Half outdoor (Qualifications 25/50m hall), indoor (Finals Hall).  
Shotgun: Outdoor

## 1.9. Competition Draw

The Draw for all events will be conducted at 12:00 on 20 June 2023 at the Shooting Centre.

The draw will be conducted in accordance with the ISSF Rules and supervised by the Chief of the RTS Jury, the Technical Delegates, and ATOS/SIUS specialists. The results of the draw will encompass start lists, lane allocations, and the assignment of targets for all events in the schedule.

## 1.10. Competition Rules

The Shooting competition will be held in accordance with the following documents:

- Guidelines of ESC which can be found at [www.esc-shooting.org](http://www.esc-shooting.org);
- International Shooting Sport Federation (ISSF) Official Rules and Regulations which can be found at [www.issf-sports.org](http://www.issf-sports.org).

Jury members (Competition Jury, RTS Jury, and Equipment Control Jury) will be nominated by the ESC to supervise the European Games.

The equipment control will be conducted according to the ISSF rules using approved instruments.

- **Scoring**

- **Rifle and Pistol events**

In qualification for the Rifle Events, the center of the target will be worth a maximum of 10. For Air Rifle and 50m Rifle, the target will be worth 10.9.

In Finals, the 10 rings will be subdivided into 10 "decimal" score zones from 10.0 up to a maximum of 10.9. In each Event, the score from the Final will not be added to the qualification score to determine the rankings. In Finals, all Athletes start from zero.

The Pistol Events will be scored in the same way as Rifle Events, but on full rings.





For Finals in the Men's 25m Rapid Fire Pistol Event, a "hit-or-miss" logic is used to determine scores, starting from zero.

Finals in the Women's 25m Pistol will be divided into two stages. One will be the elimination round, and the other consists of the Medal match, also building upon the "hit-or-miss" approach, starting from zero.

- **Shotgun events**

In Shotgun events, a hit will be declared when at least one visible piece is seen by the Referee to fall from a target or if in the finals powder emerges from the target after a shot. In each event, no scores from the qualification round will be carried forward to the final to determine the rankings.

- **Tie Break Rules**

Ties for places 1<sup>st</sup> to 8<sup>th</sup> after the Qualification phase will be broken by shoot-offs according to the ISSF Rules and Regulations, all other rankings will be decided as per ISSF Rules. Any, ties occurring during the finals for the 6<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, or 3<sup>rd</sup> place will be broken by the qualification ranking (the highest bib number will take the lower qualification ranking). Ties for the 1<sup>st</sup>/2<sup>nd</sup> place will be broken by shoot-offs.

- **Penalties / Disqualification Rules**

If an Athlete disagrees with a Referee's decision regarding a particular target, he/she must act immediately before the next Athlete fires, 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. No protest will be accepted after the next Athlete fires. Other penalties/disqualifications will be in accordance with the ISSF Rules.

- **Protests / Appeals**

Appeals and protests must be submitted within the specific times for each event, as stated in the ISSF Rules which can be found at [www.issf-sports.org](http://www.issf-sports.org).



## 1.11. Clothing and Equipment

- **Competition Uniforms**

Subject to compliance with applicable IF/EF rules and the decision as to what clothing their athletes should wear for competitions during the Krakow & Małopolska 2023 European Games is left to the discretion of the participating NOCs. No other restrictions exist.

The aim of the above provision is to allow teams to use competition clothing that is already available (e.g., world cup uniforms), both for the sake of sustainability and the cost.

- **Shotgun Equipment**

All skeet Athletes must have ISSF seals with serial numbers on their marker tapes. Any shooting vests that do not have ISSF seals on the marker tapes must be submitted to Equipment Control for inspection and the affixing of a seal before the competition.

Equipment Control will be conducted according to ISSF Rules using approved, calibrated instruments. Pre-competition testing is not mandatory; however, athletes are responsible for competing with legal equipment and clothing. All Athletes are urged to submit any doubtful equipment and clothing to Equipment Control or the Shotgun Jury for checking before the competition. All Athletes are subject to being selected for random testing during the competition. Athletes found to be in violation of the rules for guns or skeet marker tapes will be disqualified.


- **Coloured Wads**

Only transparent or translucent wads with no colour may be used. If an athlete uses ammunition that is not in accordance with Shotgun Rule 9.4.3.1 a), then the athlete must be disqualified (DSQ).

- **Rifle / Pistol Equipment**

Equipment Control will be conducted according to ISSF Rules using approved, calibrated instruments. Pre-competition testing is not mandatory; however, athletes are responsible for competing with legal equipment and clothing. All Athletes are urged to submit any doubtful equipment and clothing to Equipment Control for





checking before the competition. All Athletes are subject to being selected for random post-competition testing and will be disqualified if their equipment or clothing is not legal according to ISSF Rules.

- **Rifle Clothing**

All rifle Athletes must have ISSF seals with serial numbers on their jackets and trousers. Any rifle jackets or trousers that do not have ISSF seals must be submitted to Equipment Control for inspection and the affixing of a seal before the athlete's first competition. Jackets and trousers that were previously inspected and have an ISSF seal continue to be valid except that athletes with more than one jacket or trousers must report to Equipment Control before their first competition to confirm which jacket and which trousers they will use. All other seal numbers for that Athlete will be cancelled. Athletes that wish to replace registered jacket or trousers with a new clothing item must bring that item to Equipment Control for inspection and a new seal. Previous seals will then be cancelled. Rifle Athletes can have only one active jacket and trousers at any time. All athletes must have their country code, consisting of 3 letters, on the pockets of their jackets.

- **Rifle Clothing Post-Competition Stiffness Testing**


If one panel of a rifle jacket or trousers tests 2.9 or lower, the stiffness device must be recalibrated and the panel must be retested. If it fails again, but all other panels pass, the athlete will not be disqualified, but a written warning must be given to the athlete and the ISSF seal must be cut off. The Athlete can continue using this clothing for that day in that event. If two or more panels fail, the Athlete must be disqualified (DSQ).

- **Air or CO2 Cylinders**

It is the Athlete's responsibility to ensure that any air or CO2 cylinder is still within its validity date. This may be checked by Equipment Control.

- **Out of Competition Uniforms**

Subject to compliance with the applicable EOC rules and regulations, NOCs have the sole and exclusive authority to prescribe the out of competition clothing worn by the members of their delegation. Two (2) manufacturer's identifications and one (1) NOC sponsor logo of no more than 30 cm<sup>2</sup> each can be displayed on each piece of out of competition clothing.



No alcohol or tobacco product producers' logos, no betting companies' logos will be allowed.

No sponsors' logos can be displayed on the uniforms worn by the members of the delegations during Opening and Closing Ceremonies, as well as during Medal Ceremonies.

- o **Athletes BIB numbers**

All Athletes are obliged to have regular official BIB numbers. The BIB numbers will be distributed to all teams in the Accreditation office.

## **1.12. Firearms Customs Formalities**

When entering Poland, you will need to have an invitation letter and claim possession of the firearms (present an official firearms owners' certificate) to the police officer when crossing the border.

Persons with an **EU Firearm Permit** just have to show the EU firearms permit and Invitation letter to the police officer and do not need to show any other forms or pay any taxes.

Persons arriving from outside of the EU or who don't have an EU firearm permit should obtain the certificate at the **Polish Consular Office** competent for their place of residence.

Please note that after obtaining a certificate from the Polish consular office in your country entitling you to import weapons and ammunition to the Republic of Poland and to export it abroad you will be obliged to present this certificate with the invitation letter to the Border Guard and have it stamped to confirm the crossing of the border.

Please contact them concerning the import and export of firearms and ammunition permits to the European Games in the Polish consular office in your country.

After crossing the border of the Republic of Poland without the mentioned documents, possession of weapons and ammunition for these weapons is illegal and is punishable by imprisonment from six months to eight years.

Upon arrival to Poland, all firearms and ammunition will be transported directly to the shooting range firearms storage

At departure, the firearms and ammunition have to be collected from the firearms storage on the way to the airport (not before).

### **1.13. Storage Of Firearms and Ammunition**

Storage of firearms and ammunition will be available at the Wrocław Shooting Centre without charge. All rifles and pistols have to be stored from arrival to departure except during reparation, equipment control, training, and competition.

### **1.14. Ammunition**

The Organising Committee of the 3<sup>rd</sup> European Games 2023 will present 3 types of cartridges brands: RC 4 SKEET and TRAP, Fiocchi ammunition which will be available at the shooting range. The name of the 3<sup>rd</sup> type of ammunition brand will be provide later in additional informational letter.

Armory Manager: Dariusz Leszczyński  
tel. +48 602-597-477  
mail: [leszczyński@pzss.org.pl](mailto:leszczyński@pzss.org.pl)

### **1.15. Late Athlete Replacement Policy (LAR)**

Starting on 3 June 2023, 00:00 CEST, the Late Athlete Replacement Policy becomes active and will be strictly enforced. NOCs should note that replacement Athletes should have been included in the accreditation long list by 5 May 2023.

The LAR policy is only applicable to those sports/disciplines in which the quota place has been allocated to the NOC.

Two procedures\* are available for NOCs to replace confirmed Athletes after the Sports Entries deadline:

- Medical or injury-related LAR – to replace an athlete if he/she is injured after 2 June 2023. The deadline for submission of medical or injury-related LAR is two hours before the technical meeting or weight draw as appropriate in the related discipline;
- Non-medical LAR – each NOC is given a quota for the replacement of Athletes for other reasons. The deadline to submit non-medical LAR is 24 hours before the Technical Meeting as appropriate in the related discipline.

<b>NUMBER OF ATHLETES IN NOC DELEGATION</b>	<b>QUOTA FOR NON-MEDICAL LAR</b>
<b>1-10</b>	<b>1</b>
<b>11-20</b>	<b>2</b>

<b>21-50</b>	<b>5</b>
<b>51-100</b>	<b>10</b>
<b>101-150</b>	<b>15</b>
<b>151+</b>	<b>20</b>

\*The LAR form and detailed procedure and approval process will be communicated to all NOCs by 16 May 2023.

## 1.16. Doping Control

During the EG2023, an extensive Anti-Doping Control Program will be implemented. In total, 1,200 urine and blood samples are going to be collected, which means that statistically around 17% of Athletes present at the Games will be subjected to doping control. Tests will be carried out in-competition and out-of-competition. The Anti-Doping Program will be managed under the auspices of the International Testing Agency (ITA). Analyses of samples collected during the Games will be carried out in a laboratory accredited by the World Anti-Doping Agency (WADA). In order to ensure high quality, the work of anti-doping controllers will be evaluated by an international team of independent observers appointed by the World Anti-Doping Agency.


If any Athlete is chosen for Doping Control, he/she will be escorted through the Broadcast Mixed Zone by a Doping Control Officer or Doping Control Chaperone and will then be chaperoned to the Doping Control Station.

Where the Athlete already has a TUE granted by their National Anti-Doping Organization or International Federation for the substance or method in question and provided that such TUE has been reported in accordance with Article 5.5 of the International Standard for Therapeutic Use Exemptions, EOC will automatically recognize it for purposes of the EG2023 without the need to review the relevant clinical information.

In cases of emergency related to the need to use medicine which contains prohibited substances or methods considered as prohibited for medical purposes during the EG2023, please contact the ITA with a request for further instructions. The ITA is the organization that, on behalf of the EOC, is responsible for the review of TUEs during the EG2023.

EOC Anti-Doping Rules are applicable to all Athletes competing at the EG2023. All NOCs, Athletes, Athlete Support Personnel and Medical Personnel should be familiar with the EOC Anti-Doping Rules as they cover the applicable procedures for Therapeutic Use Exemptions (TUEs) and athlete whereabouts. The EOC Anti-Doping Rules are available at <https://www.eurolympic.org/wp-content/uploads/2019/01/2021-EOC-Anti-Doping-Rules.pdf>

- **Doping control rules and program**



During the EG2023, the World Anti-Doping Code in the amended version, which entered into force on 1 January 2021, and relevant international standards apply. The organizer of the event does not introduce any modifications in this regard.

### **1.17. Sports Information**

Sport Information Desk (SID) will be available at each Competition Venue while venue is opened and will provide a variety of services to NOCs as follows:

- General Sport Information;
- the distribution of Start Lists, draw lists and results;
- Training Schedule information for open and pre-allocated training;
- Weigh-In schedule;
- sign up for bookable Training sessions;
- sport-specific requirements;
- Lost and Found (at Competition Venues only)

### **1.18. Competition Schedule**

During the Games, there may be delays, postponements, or cancellations of competitions. Should this occur, NOCs will be informed of the revised competition schedule through at the Competition Venue.

Changes will also appear on the Games-time website [www.european-games.org](http://www.european-games.org)

### **1.19. Weather Information**

At the turn of July and June the highest average temperatures of the year and the most sunlight hours during the day. The city in the south of Poland sees an average daily temperature of 19°C (around 65°F). The highs for the month reach all the way to 25°C (about 77°F) and the lows drop down to 12°C (about 54°F).

There are rain falls an average of 69 mm over 17 days. Precipitation on a day is 50 percent.

A cloudy day is 33 percent, a windy day is also 33 percent. There's also a 50/50 fog.

For sports that are directly impacted by weather conditions information will be available at SIC in AVL and SID at the Venue. This will include forecast for the current day as well as summary forecast for up to three days in advance. The weather forecast will be regional and will be updated throughout the day as required.


## **2. Competition Venue Information**

### **2.1.Key Information**

The Shooting competition will take place at Shooting Centre in Wrocław.

Distance from the Athletes' Hotels to the Venue is:

- Hotel Lothus, Wita Stwosza 22/23, 50-148 Wrocław – 6,6 km

- 
- Hotel Polonia ul. Piłsudskiego 66 – 6,5 km
  - Hotel Europejski ul. Piłsudskiego 88 – 5,5 km
  - Hotel Piast ul. Piłsudskiego 98 – 5,7 km

Venue capacity of 400 spectator seats.

## **2.2.Venue Access**

During the event, competitors depending on their discipline will be provided with shuttle buses or dedicated cars. The K&MEGOC will provide a regular shuttle service between Athletes' Villages, Main Accreditation Centre, Media and Volunteers Centre, Competition Venues / Training Venues, Official Hotels, airports, and train stations as well. The shuttle service schedule will be provided at the Venue in the SID and during the Technical Meeting. The shuttle service will start operating two days before the first game starts and will end one day after the last game ends at each Sports Venue. On an operating day the shuttle service will start running two hours before the first activities at the venue (K&MEGOC will provide an individual transfer service for earlier hours if requested) and the last shuttle vehicle will leave 90 minutes after the last event.

## **2.3.Field of Play (FoP)**

The Competition Venue and the infrastructure at the Venue will be set up in accordance with the requirements of ESC.


### **○ Rifle/Pistol Ranges**

The ranges will be equipped with SIUS ASCOR electronic targets as follows:

- 10m: 40 firing lines Rifle / Pistol
- 25m: 40 firing lines for pistol
- 50m: 40 firing lines for Rifle / Pistol
- Final Hall: 10/15 firing lines for Rifle / Pistol in all events

### **○ The Shotgun Ranges**





There will be 3 combined ranges for TRAP / SKEET equipped with Promatic clay target throwing machines and Progetti Phonopul Systems. All Ranges will be equipped with electronic scoreboards.

The firing direction of the shooting range is north/northeast. (51.081795, 17.090900).

Clay Targets will be normal (standard) for qualification and flash for the Finals.

## **2.4.Venue Services and Facilities**

### **o Equipment Storage – Armoury**

For teams arriving at the Wroclaw International Airport, the 2023 European Games official port of entry, all firearms, and ammunition will be retrieved upon arrival and securely delivered directly to the Wroclaw Shooting Centre Armoury. The Armoury will be operating and ready to store firearms from 18 June 2023, the day the Athletes' Village opens.

### **o Athletes' Warm-up (Dry-firing) Area**


There will be special Training and Warm-Up Areas at the Venue. All athletes must comply with the warm-up and call-up procedures detailed in the ISSF Rules and Regulations.

### **o Athletes' Refreshments Area**

Access to snacks and beverages will be provided to Athletes in the Athletes' Refreshments Areas at the Competition Venues. Snacks and beverages at the Sports Venues will be available on both Competition Days and Official Training Days. All snack stations will be designed for self-service, but the catering staff will be responsible for replenishing them.

Snacks will be available at official sports facilities:

- on Competition Days: 1h before the start of the first event to 30 minutes after the end of the last event
- on official Training Days: 30 minutes before the start of the first training up to 30 minutes after the end of the last training of the day.



The following refreshments will generally be provided for Athletes and Team Officials at Competition Venues and Athletes' Lounges:

- Still water in 0.5l bottles at room temperature and chilled;
- Hot beverages-coffee and tea;
- Whole fruits -primarily bananas, but also apples, pears, and oranges;
- 100% apple and orange juice;
- Fruit and natural yogurts, also a vegan option;
- Granola bars;
- Isotonic drinks in bottles of 0.5l or 0.75l.

- **Broadcast Mixed Zone and I-Zone**

All Competition Venues will include the Mixed Zone divided between the Rights Holding TV Channels (Flash Zone), radio reporters, news agencies, press, and Games News Service. There will be also Interview Zone provided for all the non-right TV and radio crews.

- **Doping Control Station**

At each Competition Venue, there will be an anti-doping control station, which meets the criteria established by ITA and WADA. Doping control stations consist of waiting rooms, processing rooms, and toilets where the samples will be collected. The station's premises should be clean and provide comfort and privacy to the Athletes and Doping Control Personnel. At doping control stations, competitors will have access to sealed drinks in the form of bottled still water.

- **Lost and Found**

All reports of lost items at the Venue should be directed to SID. This is also the location where all found, at the Athletes Area or Field of Play items should be delivered. Items will be kept at the Venue until the end of the competition, at which point they will be transferred to SIC in AVL.

- **Medical Services**

Medical services will be provided at Competition Venues, Training Sites, and Non-Competition Venues.



The following medical services will be provided at the Venue:

- Ambulances with a doctor or paramedic equipped with Advance Life Support Equipment;
- Pedestrian Parts with a Paramedic, Basic Life Support Equipment;
- Medical Aid Points with a doctor or system nurse or paramedic, and Advance Life Support Equipment.

- **Venue Evacuation and Emergency procedures**

In the unlikely event of a venue evacuation, a public announcement message will be broadcast within the venue that will provide directions.

On hearing the evacuation message, athlete groups onsite should follow the directions of the K&MEGOC workforce and leave the venue via indicated routes, and report to the designated evacuation assembly points. Details on the locations of the assembly points for each venue will be provided.

- **Firearm service**

The FEINWERKBAU and WALTHER companies will present their firearm repair service for athletes' during the Competition free of charge. The firearm service is in Service Zone 1.28 near the entry to the 50m Qualification Range.





## 3. Team Leaders Information

### 3.1. Pre-competition Procedures

- **Technical Meeting**

Date: 21 June 2023

Time: 09:00 am

Location: Final Hall

Address: 36 Swiatnicka Street, 52-018 Wroclaw

ESC in cooperation with the Competition Manager will provide all important information about the event.

- **Official Draw**

Date: 20 June 2023

Time: 12:00

Location: Shooting Centre


The Jury, in conjunction with the Organising Committee, and with the approval of the Technical Delegate(s), will adjust the squatting draw in accordance with the ISSF squatting requirements.

- **Cartridge Controls**

During Qualification, Athletes whose cartridges are to be tested are selected by a computer draw. Between 10% and 18% of the athletes participating in an event will be selected for cartridge testing. Two (2) plus four (4) cartridges will be selected from each Athlete and placed in separate labelled envelopes. The two (2) cartridges must be tested, first. If both cartridges weigh 24.50 g and below, no further action will be taken. If one (1) or both cartridges weigh more than 24.50, then the four (4) cartridges in the second envelope must also be tested. If the average of the six (6) cartridges weighs more than 24.50 g, then the athlete must be disqualified (DSQ).

During Finals and Ranking Matches, all finalists must be tested using the same procedure. The Finalists or their Coaches/Officials must bring, as early as possible, but





not later than 30 minutes before the scheduled start of the Finals and Ranking Matches (Reporting Time), all the cartridges that will be used during the Finals and Ranking Matches and place them in separate Cartridge Control Boxes on the Finals field of play, at the designated reporting area. The Finalists must report at least 15 minutes before the start of the Final. The Equipment Control Jury will take the necessary samples from the boxes. The boxes must be left under the supervision of a Shotgun Jury Member. Once the ammunition is placed in the box, only the Equipment Control Jury or the Finalist can remove the ammunition from the box. If during the Final additional cartridges are brought to a Finalist, samples from those cartridges must also be selected for testing. All cartridge controls must be completed before the start of the Presentation of the Finalists. Any disqualified (DSQ) athlete will not be allowed to participate in the Finals.

- **NOC Filming Policy**

Each sport will be considered individually. In case of need, each NOC can apply to EBU which is the 3<sup>rd</sup> European Games 2023 official distributor of signal to television entities and responsible for creating of OTT platform for TV signal and life streaming. An official request can be sent to [europangames23@ebu.ch](mailto:europangames23@ebu.ch). *The procedure* for the NOCs' technical filming will be provided at a later stage.

### **3.2.Competition Procedures**

- **Warm-up**

Teams may Warm-Up in the designated Area.

### **3.3.Post-competition Procedures**

- **Doping Control**

Athletes selected for doping control will be notified in person and escorted to the Doping Control Station by a Doping Control Chaperone as soon as possible after the former have finished competing. It is the responsibility of the Athlete to remain under continuous observation of the Doping Control Chaperone after notification. The notified Athlete may invite a team representative or team doctor to the Doping Control Station along with them.



During doping control, competitors will be instructed by the doping control officer about the procedure and rights and obligations related to the control. All tests should be carried out without advanced notice, the athlete should be the first person to be informed about the selection for doping control. During doping control, athletes should report what medicines they have used in the last 7 days and should submit their comments on the testing process.

- **Broadcast Mixed Zone and Flash-Zone**

All the Athletes must exit FoP via the Mixed Zone.


After the competition or Medal Ceremony, all the Athletes will be guided through the Mixed Zone as they leave FoP, but they are not obliged to speak. Volunteers will take care of the interview time in each section of the Mixed Zone. Team Coaches who are normally positioned on FoP may also be asked to pass through the Mixed Zone for interview possibilities.

After passing through the Mixed Zone, Athletes will be free to return to the Changing Room or go to Medical/Doping procedures unless they are requested for interviews in the Interview Zone (outside the Mixed Zone) or press conference.

Journalists wanting to interview someone would make a request to Press Operations Volunteers who will escort the athlete. By default, all three medalists and all Polish Athletes will be accompanied by volunteers for interviews. Press Attaches, DCOs, and LANS Team members will be able to escort Athletes into the Mixed Zone if needed. Once in the Mixed Zone, the Athlete would be interviewed by the member of the press who requested the interview.

There will be a time limit for the interviews that will be clearly explained by the volunteer before the start of the interview. The volunteer has the right to interrupt the interview if it significantly exceeds the time. There will be no guarantee that it would be exclusive, meaning one (1) or two (2) journalists might want to interview the same Athlete.





The Mixed Zone will be managed by Press Operations Volunteers to help facilitate introductions or questions and ensure the Interview Zone remains an informal area and that no media 'scrum' is created.

All the medalists will be asked to attend a short press conference after the Medal Ceremony and pass through the Mixed Zone. Volunteers or Press Operations representatives will make their way to the official transport which will take them to City or Main Press Centre. After the press conference, athletes will not come back to the FoP.

- **Result Distribution**

Competition-related information for all sports, including results reports, will be available on the Games-time website [www.european-games.org](http://www.european-games.org)

Delivery of printed results information is available only at Competition Venues and to time-critical services. Selected reports will be available for collection from SID at the Venue and SIC in AVL.

After the completion of all competitions, all results will be compiled in PDF files and will be available for downloading from the [www.european-games.org](http://www.european-games.org)

- **Medal Ceremonies**

All Medal Ceremonies at the 3<sup>rd</sup> European Games KRAKOW-MALOPOLSKA 2023 will occur on or next to the FoP. Before each Medal Ceremony, all the medalists are gathered in the waiting area accompanied by volunteers (people responsible for each kind of sport assigned by Competition Managers).

Medal Ceremony Staff will be on hand to advise and guide all Athletes before, during, and after their Medal Ceremony.

As a rule, Medal Ceremony is held right after the sports session is finished.

All announcements for the Medal Ceremony will be made in two languages – English and Polish.

It is not allowed to ascend the podium wearing hats, sunglasses, carrying national flags, or any other symbols or memorabilia apart from the Games' mascots. Signs, mobile phones, cameras, electronic devices, bottles, items of sports equipment, and items with political statements are prohibited on the podium. If any Athlete is in



possession of any of these items, the latter is handed to the Medal Ceremonies Manager for the duration of the Ceremony. During the Ceremony, no commercial, political, religious, or racial propaganda or demonstration is permitted. Any action of this kind entails penalties foreseen by the EOC.

No one, but the winners can be awarded medals or allowed to ascend the podium. Athletes will be required to wear their NOC official uniforms throughout the Medal Ceremony. It is the responsibility of each Athlete/Coach to ensure that the Athlete has their full tracksuit with them and that it is ready to be worn at the Venue in time for the start of the Medal Ceremony. Failure to adhere to this rule may result in the delay or postponement of the Medal Ceremony.

During the Medal Ceremony, in addition to the medals, K&MEGOC plans to present the winning Athletes/Teams/Mixed Teams with official mascots of the 3<sup>rd</sup> European Games KRAKOW-MALOPOLSKA 2023.

Athletes ranked:

- first,
- second,
- and third

respectively (as well as those sharing the places, if it is outlined by the Competition Rules) take their places behind the podium.

The rewarding the prize-winners goes as follows:

The Ceremony begins with the medal(-s) and the mascot(-s) awarded to the Athlete (team) ranked third.

Diplomas for the Athletes ranked from 1<sup>st</sup> to 3<sup>rd</sup> will be distributed in the AVL NOC Services Centre.







## 4.Training Information

### 4.1.Key Information

Training for the Shooting competition will also take place at the Shooting Range. The Official Training will take place on 20 June, and the rest of the Official Training Sessions will take place until 29 June 2023. The official training will take place in accordance with the ISSF Rules and Regulations. In addition, all Athletes will be allocated Pre-Event Training (PET) slots. The number of firing points allocated to each NOC will depend on the number of athletes in each NOC. The Competition Management will prepare a training allocation plan per each NOC, this plan will be distributed to the NOCs in advance.

### 4.2.Training Information and Regulations

The Shooting Range will be available for Official Training Sessions. The Training Schedule will be provided at SID and during the Technical Meeting.

Shooting Training sessions are always open to the media. NOCs or the ESC cannot request the closure of training.

Broadcast Mixed Zone or press tribunes can be used for viewing. Photographers are allowed to be present near the media line inside the training area.

The Training Site will have controlled access for accredited Team Members only, public access will not be allowed.

#### **Training Access:**

TAPs allow registered members of an NOC delegation, who are considered essential to the athletes' preparation for the European Games, to have access to training venues (and competition venues which are used for training).

-This pass allows access to training venues and competition venues, only on the days when there is no competition taking place at that specific venue.

NOC applies for a TAP through the EGOC's Guest Pass system. On arrival guest/visitor presents at the venue an EGIAC and/or official document valid for the TAP process (e.g. passport or official travel document for foreigners, ID or driver's license for nationals, etc.), if not accredited, to establish identity.

TAP can only be requested for sports venues and competition days where the NOC has competitors.

For every twenty (20) athletes (the number shall be rounded up), one (1) TAP will be allocated per day, for example:

- 1-20 athletes 1 TAP per day

- 
- 21-40 athletes 2 TAP per day
  - 41-60 athletes 3 TAP per day
  - 61-80 athletes 4 TAP per day
  - 81-100 athletes 5 TAP per day
  - 101-120 athletes 6 TAP per day
  - 121-140 athletes 7 TAP per day
  - 141-160 athletes 8 TAP per day
  - 161-180 athletes 9 TAP per day
  - 181-200 athletes 10 TAP per day
  - 201-220 athletes 11 TAP per day
  - 221-240 athletes 12 TAP per day
  - 241-260 athletes 13 TAP per day
  - Etc.

### **4.3.Venue Facilities**

Full Medical Services will be provided during the Official Training Day.

## Appendix 1. Event Competition Schedule

Date	Time	Type	Competition Phase	Range
<b>Monday, 19 June 2023</b>		Arrival Day		
<b>Tuesday, 20 June 2023</b>				
	09:00-17:00	Equipment Control		
	09:00-17:00	Official Training (10m / 50m / 25m / Shotgun)	Training	All
<b>Wednesday, 21 June 2023</b>				
	09:00-17:00	Equipment Control		
	<b>09:00-09:45</b>	<b>Technical Meeting</b>		Final Hall
	09:00-17:00	Official Training Shotgun	Training	Shotgun
	09:00-12:00	Official Training 25m	Training	25m
	09:00-12:00	Official Training 50m	Training	50m
	10:00-10:30	PET 10m Air Rifle Mixed	Training	10m
	11:30-12:15	PET 10m Air Pistol Men	Training	10m
	12:45-13:30	PET 10m Air Pistol Women	Training	10m
<b>Thursday, 22 June 2023</b>		<b>Competition Day 1</b>		
	08:30-16:30	Equipment Control		
	09:00-17:00	Official Training Shotgun	Training	Shotgun
	09:00-12:00	Official Training 25m	Training	25m
	09:00-12:00	Official Training 50m	Training	50m
	14:45-15:30	PET 10m Air Rifle Men	Training	10m
	16:00-16:45	PET 10m Air Rifle Women	Training	10m
	17:15-17:45	PET 10m Air Pistol Mixed Team	Training	10m
	09:15-09:45	10m Air Rifle Mixed Team	Qualification	10m

11:00-12:15	10m Air Pistol Men	Qualification	10m
13:00-14:15	10m Air Pistol Women	Qualification	10m
<b>11:30-12:15</b>	<b>10m Air Rifle Mixed Team</b>	<b>Final</b>	Final Hall
<b>12:25-12:35</b>	<b>AR MT Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall
<b>13:30-14:15</b>	<b>10m Air Pistol Men</b>	<b>Final</b>	Final Hall
<b>15:30-16:15</b>	<b>10m Air Pistol Women</b>	<b>Final</b>	Final Hall
<b>16:25-16:45</b>	<b>AP M/ AP W Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

**Friday, 23 June  
2023**

**Competition Day 2**

08:30-15:45	Equipment Control		
09:00-15:00	PET SKEET M/W	Training	Shotgun
09:00-13:00	Official Training 25m	Training	25m
09:00-14:00	Official Training 50m	Training	50m
09:15-09:45	10m Air Pistol Mixed Team	Qualification	10m
11:30-12:45	10m Air Rifle Men	Qualification	10m
13:30-14:45	10m Air Rifle Women	Qualification	10m
<b>12:00-12:45</b>	<b>10m Air Pistol Mixed Team</b>	<b>Final</b>	Final Hall
<b>12:55-13:05</b>	<b>AP MT Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall
<b>14:45-15:30</b>	<b>10m Air Rifle Men</b>	<b>Final</b>	Final Hall
<b>16:30-17:15</b>	<b>10m Air Rifle Women</b>	<b>Final</b>	Final Hall
<b>17:25-17:45</b>	<b>AR M/ AR W Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

**Saturday, 24 June  
2023**

**Competition Day 3**

08:30-17:00	Equipment Control		
09:00-10:30	PET 50m Rifle 3 Positions Men	Training	50m

15:00-17:00	PET 25m Pistol Women Precision Stage (2 Relays)	Training	25m
09:00-15:00	SKEET Men/Women Day 1 (75 Targets)	Qualification	Shotgun
09:15-09:45	10m Air Pistol Team Men Q1	Qualification	10m
10:00-10:20	10m Air Pistol Team Men Q2	Qualification	10m
11:00-11:30	10m Air Pistol Team Women Q1	Qualification	10m
11:45-12:05	10m Air Pistol Team Women Q2	Qualification	10m
13:15-13:45	10m Air Rifle Team Men Q1	Qualification	10m
14:00-14:20	10m Air Rifle Team Men Q2	Qualification	10m
15:00-15:30	10m Air Rifle Team Women Q1	Qualification	10m
15:45-16:05	10m Air Rifle Team Women Q2	Qualification	10m
<b>11:45-12:30</b>	<b>10m Air Pistol Team Men</b>	<b>Final</b>	Final Hall
<b>13:45-14:30</b>	<b>10m Air Pistol Team Women</b>	<b>Final</b>	Final Hall
<b>14:40-15:00</b>	<b>AP TM/ AP TW Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall
<b>16:15-17:00</b>	<b>10m Air Rifle Team Men</b>	<b>Final</b>	Final Hall
<b>17:45-18:30</b>	<b>10m Air Rifle Team Women</b>	<b>Final</b>	Final Hall
<b>18:40-19:00</b>	<b>AR TM/ AR TW Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

**Sunday, 25 June  
2023**

**Competition Day 4**

08:30-17:00	Equipment Control		
14:00-16:00	PET 25m Pistol Women Rapid Stage	Training	25m
11:30-13:00	PET 50m Rifle 3 Positions Women	Training	50m
09:00-14:30	SKEET Men/Women Day 2 (50 targets)	Qualification	Shotgun
<b>15:45-17:30</b>	<b>SKEET Women</b>	<b>Final</b>	Final Range
<b>17:45-19:30</b>	<b>SKEET Men</b>	<b>Final</b>	Final Range
<b>19:40-20:00</b>	<b>SK W/ SK M Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

09:15-12:30	25m Pistol Women Precision Stage (2 relays)	Qualification	25m
09:15-10:45	50m Rifle 3 Positions Men	Qualification	50m
<b>12:00-13:15</b>	<b>50m Rifle 3 Positions Men</b>	<b>Final</b>	Final Hall
<b>13:25-13:35</b>	<b>R3P M Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall

**Monday, 26 June  
2023**

**Competition Day 5**

08:30-17:00	Equipment Control		
14:30-17:00	PET 25m Rapid Fire Pistol Mixed Team	Training	25m
17:50-20:50	PET SKEET Team M/W	Training	Shotgun
<i>(only for additional team members)</i>			
10:00-15:00	SKEET Mixed Team	Qualification	Shotgun
<b>16:50-17:50</b>	<b>SKEET Mixed Team</b>	<b>Final</b>	Final Range
<b>18:00-18:10</b>	<b>SK MT Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall

09:00-11:00	25m Pistol Women Rapid Stage (2 relays)	Qualification	25m
10:45-12:15	50m Rifle 3 Positions Women	Qualification	50m
<b>12:00-13:00</b>	<b>25m Pistol Women</b>	<b>Final</b>	Final Hall
<b>14:30-15:45</b>	<b>50m Rifle 3 Positions Women</b>	<b>Final</b>	Final Hall
<b>15:55-16:15</b>	<b>SP W/ R3P W Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

**Tuesday, 27 June  
2023**

**Competition Day 6**

08:30-16:00	Equipment Control		
10:00-10:45	PET 50m Rifle 3 Positions Mixed Team	Training	50m
09:00-14:30	SKEET Team Men/Women	Qualification	Shotgun

<b>15:45-16:45</b>	<b>SKEET Team Women</b>	<b>Final</b>	Final Range
<b>17:00-18:00</b>	<b>SKEET Team Men</b>	<b>Final</b>	Final Range
<b>18:10-18:30</b>	<b>SK TW/ SK TM Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall
09:00-12:00	25m Rapid Fire Pistol Mixed Team	Qualification	25m
<b>13:15-14:15</b>	<b>25m Rapid Fire Pistol Mixed Team</b>	<b>Final</b>	Final Hall
<b>14:25-14:35</b>	<b>RFP MT Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall

**Wednesday, 28  
June 2023**

**Competition Day 7**

08:30-17:00	Equipment Control		
09:00-14:00	PET TRAP M/W	Training	Shotgun
14:00-17:00	PET 25m RFP Men	Training	25m
09:00-12:00	25m Pistol Team Women	Qualification	25m
12:00-12:50	50m Rifle 3 Positions Mixed Team Q1	Qualification	50m
13:15-13:50	50m Rifle 3 Positions Mixed Team Q2	Qualification	50m
<b>13:15-14:15</b>	<b>25m Pistol Team Women</b>	<b>Final</b>	Final Hall
<b>15:45-17:00</b>	<b>50m Rifle 3 Positions Mixed Team</b>	<b>Final</b>	Final Hall
<b>17:10-17:30</b>	<b>SP TW/ R3P MT Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

**Thursday, 29 June  
2023**

**Competition Day 8**

08:30-17:00	Equipment Control		
09:00-14:00	TRAP Men/Women Day 1 (75 Targets)	Qualification	Shotgun
09:00-12:00	25m Rapid Fire Pistol Men Stage 1	Qualification	25m
09:15-10:05	50m Rifle 3 Positions Team Women Q1	Qualification	50m

10:30-11:05	50m Rifle 3 Positions Team Women Q2	Qualification	50m
11:45-12:35	50m Rifle 3 Positions Team Men Q1	Qualification	50m
13:00-13:35	50m Rifle 3 Positions Team Men Q2	Qualification	50m
<b>12:15-13:30</b>	<b>50m Rifle 3 Positions Team Women</b>	<b>Final</b>	Final Hall
<b>14:45-16:00</b>	<b>50m Rifle 3 Positions Team Men</b>	<b>Final</b>	Final Hall
<b>16:10-16:30</b>	<b>R3P TW/ R3P TM Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall

**Friday, 30 June  
2023**

**Competition Day 9**

08:30-16:30	Equipment Control		
09:00-14:00	TRAP Men/Women Day 2 (50 Targets)	Qualification	Shotgun
<b>15:00-16:30</b>	<b>TRAP Women</b>	<b>Final</b>	Final Range
<b>16:45-18:15</b>	<b>TRAP Men</b>	<b>Final</b>	Final Range
<b>18:25-18:45</b>	<b>TR W/ TR M Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall
09:00-12:00	25m Rapid Fire Pistol Men Stage 2	Qualification	25m
<b>13:15-14:15</b>	<b>25m Rapid Fire Pistol Men</b>	<b>Final</b>	Final Hall
<b>14:25-14:35</b>	<b>RFP M Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall

**Saturday, 1 July  
2023**

**Competition Day 10**

08:30-17:00	Equipment Control		
15:45-18:55	PET TRAP Team M/W <i>(only for additional team members)</i>	Training	Shotgun
09:00-13:00	TRAP Mixed Team	Qualification	Shotgun
<b>14:45-15:45</b>	<b>TRAP Mixed Team</b>	<b>Final</b>	Final Range
<b>15:55-16:05</b>	<b>TR MT Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall



	09:00-11:30	25m Rapid Fire Pistol Team Men	Qualification	25m
	<b>12:30-13:30</b>	<b>25m Rapid Fire Pistol Team Men</b>	<b>Final</b>	Final Hall
	<b>13:40-13:50</b>	<b>RFP TM Medal Ceremony</b>	<b>Medal Ceremony</b>	Final Hall
<b>Sunday, 2 July 2023</b>				
		<b>Competition Day 11</b>		
	08:30-17:00	Equipment Control		
	09:00-13:30	TRAP Team Men/Women	Qualification	Shotgun
	<b>15:00-16:00</b>	<b>TRAP Team Women</b>	<b>Final</b>	Final Range
	<b>16:15-17:15</b>	<b>TRAP Team Men</b>	<b>Final</b>	Final Range
	<b>17:25-17:45</b>	<b>TR TW/ TR TM Medal Ceremonies</b>	<b>Medal Ceremony</b>	Final Hall
<b>Monday, 3 June 2023</b>				
		Departure Day		
<b>Tuesday, 4 June 2023</b>				
		Departure Day		

## Appendix 2



### COMPETITION AREA

- 1 Field Of Play
- 2 Warm-Up Area
- 3 Athletes Drop Off / Pick Up
- 4 Sport Information Desk
- 5 Call Room
- 6 Medical Room
- 7 Antidoping Room
- 8 Athletes Refreshments Area
- 9 Athletes Dining Area
- 10 Final Range / Final Hall





KRAKÓW MAŁOPOLSKA  
**EG2023**  
3rd EUROPEAN GAMES

Organising Committee