



## TEAM EVENT MIXED FORMAT FOR RIFLE 50m PRONE -

APPROVED BY THE ESC PRESIDUM IN MAY, 2018

### GENERAL INFORMATION:

Stage 1 and 2 at the Qualification Range

Stage 1: Qualification

Stage 2: Semi-final

Stage 3 at the Finals Hall

Stage3: FINAL

1. Disciplines:	Rifle
2. Type of Event:	Team
3. Name of Event:	Mixed Team 50m Prone
4. Number of participants in each team:	2 Athletes from each nation (1 man & 1 woman – European Games participants in the individual events). Each nation can enter only 2 (two) teams in 1 (one) event.
5. Entrée Fee	
6. BIB Number in Qualification Stage:	Athletes will retain the same BIB numbers, as those of the Games.
7. Number of the stages	3 stages: <ul style="list-style-type: none"> <li>• Qualification stage</li> <li>• Semi Final stage</li> <li>• Final stage</li> </ul>
8. Qualification stage:	The allocation of the athletes in qualification stage will be decided by draw. The members of the same team shoot from the neighbouring positions (the woman at the left of the man position). The competing teams are positioned side by side.
9. Number of shots in qualification stage:	Preparation and Sighting time: 10min. 20 shots by each member of the team (total 40 shots) in 600 sec.
10. Scoring in qualification:	<ul style="list-style-type: none"> <li>• Decimals score</li> </ul>
11. Ranking in qualification:	The ranking in qualification stage will be the combined results of the 2 (two) members of the team of each nation (1man & 1 woman)
12. Tie in qualification stage:	Tie for any position will be broken as per ISSF rules.

	<b>The best eight ( 8 teams) will go forward to the next stage</b>
13. Semi-final ( 4 Quarterfinals) and Number of Shots , all in decimal scoring	<p>Team place 8 against Team place 1  Team place 7 against Team place 2  Team place 6 against Team place 3  Team place 5 against Team place 4</p> <p>All teams shoot at the same time:</p> <p>Preparation and sighting time: 3min.  Elimination stage:</p> <ul style="list-style-type: none"> <li>• 10 shots by each member of the team (total 20 shots) in 300 sec. in each Quarterfinal</li> <li>• The winner of each Quarterfinals proceeds to the Final</li> <li>• The loser of each Quarterfinal is eliminated</li> <li>• The eliminated teams will be ranked 5-6-7-8 according to the result of the Qualification.</li> <li>• All ties in the Quarterfinals will be broken by a shoot off (both athletes must shoot).</li> </ul>
14. The Final	<p>The Top 4 Teams will shot at the same time together. NO BIB numbers will be used</p> <p>Start List by random, Decimal scoring ,Scoring starts from zero (0)</p>
15. Final's Procedure	<p>Preparation and sighting time: 5min.</p> <ul style="list-style-type: none"> <li>• 1 series of 10 shots by each member of the team (total 20 shots) in 300 sec.</li> <li>• <b>Place 4 is decided</b></li> <li>• START from ZERO</li> <li>• Followed by 1 series of 10 shots by each member of the team (total 20 shots) in 300 sec.</li> <li>• <b>Place 3 ( Bronze Medal is decided</b></li> <li>• START from ZERO</li> </ul>

	<ul style="list-style-type: none"> <li>Followed by 1 series of 10 shots by each member of the team (total 20 shots) in 300 sec.</li> <li><b>Place 1 and place 2 (Gold and Silver) are decided</b></li> </ul>
16. Tie	All ties will be broken by a shoot off, ( both athletes must shoot
17. Type of Targets:	Electronic Targets for Qualification, Semi-Final and the Final.
18. Malfunction:	The ISSF rule will be followed.
19. Penalties:	In case a shot is fired in the qualification round, before the command prep and sighting time start, a penalty of -2 will be given form the first shot. In finals, any shot who is given before any command, will count as zero from the next shoot. Any others will be decided according the ISSF rules.
20. Athlete's clothing:	Athletes from each nation wear the same type and colour of clothing.
21. Music & noise:	During the Final music and noise will be allowed, the music programme must be approved by the TD first.
22. Irregular cases:	Any irregular cases will be decided according the ISSF rules.