

15. DECISION OF TIES

NOTE: All tie (same numerical score) ranking Rules shall be applied in the order listed below.

15.1 Match - The term "Match" as used in this section refers to all individual, team, and aggregate matches.

15.2 Ties - In all paper (cardboard) target matches, ties will be ranked by applying the following steps in the order listed below:

- (a) By the greatest number of X's over the course.
- (b) By the number of X's at the longest distance or simulated longest distance.
- (c) By the number of X's at the next longest distance or simulated longest distance, continuing through the course in inverse order.
- (d) If still tied, the tie will be broken by a shoot-off at the longest distance by firing two strings as called for by the course conditions.
- (e) If a tie still exists, the shoot-off continues at the longest distance with a reduction in time of one second per string until the tie is broken.
- (f) Ties in Match X (aggregate) of the Bianchi Cup will be broken by having competitors have a shoot-off consisting of a refire of all stages of Matches I - IV.

15.12 Breaking Ties in Falling Plate Event - When the event is completed with a score of 480-48X, the competitor shall repeat the complete event, starting at the 10-yard line, at time limits reduced by one (1) second per string per stage, until one plate is missed. The time limits shall be reduced by one (1) additional second each time the complete event is repeated. The number of plates knocked down until a plate is missed shall determine the "X" count and winner of the match.

15.13 Breaking Ties in Ambidextrous Match - Ties will be broken by repeating the 10-yard stage with 1 second per string reduced from time limit. If a tie still exists, competitors will remain at the 10-yard stage and continue firing with time limits reduced an additional 1 second per string until the tie is broken.