

**GUIDING BODIES**

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EVENTS

**INDIVIDUAL; OPEN UNISEX:**

Singles: "A", "B," "C," & Women's Division  
Doubles: "A", "B," "C," & Women's Division  
All Skeet Events: "A", "B," "C," & Women's Division

NOTE: Women may enter A, B, or C Division or the Women's Division. If fewer than 5 women enter the Women's Division, the Women's Division will be canceled and the shooters will have the option of competing in one of the unisex divisions or withdrawing. Women shooting for the High Overall Women's competition must enter the Women's Division of the individual events.

**5 PERSON TEAM:**

Singles: "A," "B," & "C" Division  
Doubles: "A," "B," & "C" Division

NOTE: The Team event is unisex. Team rosters must be identified prior to the start of shooting. Divisions based on combination (average) of the 5 team members classifications.

## **EQUIPMENT**

Shotguns: This is a twelve gauge event open to all guns of 12 gauge or smaller, using shot loads not exceeding one and one-eighth (1 1/8) ounces.

Ammunition: Shall meet ISSF/NSSA standards. Ammunition is provided by the competitor.  
[Reloaded ammunition is acceptable, provided it does not exceed ISSF/NSSA specifications.]

## **SCHEDULING**

Skeet will require 2 days. The Singles competition **WILL** take place on the first day. The Doubles event will be held on the second day. At the completion of the Doubles event all shoot-offs will be held for the Skeet events; Singles, Doubles and All Events.

Squadding of the teams and individuals will be done prior to the Skeet competition or with the WPFGF Director and Coordinator at the Bracketing Meeting. All members of a 5-person team will shoot together throughout the event. Individual shooters will be grouped together to form additional squads.

When a team is missing a shooter at their scheduled time, the team will be moved to the end of the squadding sheet. If, at this time the team is still missing a shooter, the team will be disqualified from the team event and the shooters who are present will be eligible only for the individual event.

All competitors will be on-site 1 hour prior to scheduled time to help move the event on, in an orderly/timely fashion.

## **CLASSIFICATION**

Shooter classifications will generally follow the ISSF/NSSA guidelines for determining classification, with the exception that the WPFG only offers three categories for competition, A, B, and C divisions.

Competitors and teams will be placed in these divisions based on the following criteria:

- An ISSF/NSSA average of 94.0 or higher will shoot in A Division. (For the doubles event competitors with an ISF/NSSA average of 88.0 and above will shoot in A Division.)
- An ISSFNSSA average between 85.0 and 93.99 will shoot in B Division. (For the doubles event competitors with an ISF/NSSA average between 80.0 and 87.99 will shoot in B Division.)
- An ISSF/NSSA average of 84.99 or lower will shoot in C Division. (For the doubles event competitors with an ISF/NSSA average of 79.99 and below will shoot in C Division.)
- Competitors who do not have a current ISSF/NSSA classification, but have previously

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competed in the World Police and Fire Games will be assigned based on their previous performance in these events. This includes competitors who have competed in B Division and won medals with a score that would qualify them for A Division or C Division and won medals with a score that would qualify them for A or B Division.

- Known ability – If a competitor or team is known to qualify for either A, B, or C Division based on witnessed past performance they will be placed according to that ability.
- Competing in a Higher Class - Any individual or team may elect, before firing, to compete in a higher classification than the one in which classified. Such individual or team must fire in such higher class throughout the tournament and not revert to earned classification for any event in that tournament.
- Classification Appeals - Any competitor or team having reason to believe that they are improperly classified may file an appeal with the WPFGF Director stating all essential facts. Any such appeals must be filed prior to the start of competition.
- Classification Protests - Any person or team who believes that another competitor has been improperly classified may file a protest with the WPFGF Director stating all essential facts. Any such protests must be filed prior to the start of competition.

*Any variances to classification must be approved by the WPFG Federation Director for Skeet.*

If competitors do not possess a current ISSF/NSSA classification or one from another non-skeet clay target organization or who has not previously competed in the World Police and Fire Games will be assigned to A, B, or C Division based on the following:

- The competitor will be classified on the 100 Individual Event targets. The high and low scores will be disregarded, only for the purpose of classifying the shooter, and the 2 remaining scores will be doubled. The doubled score will give the competitor a Classification based on the below listed Divisions. The Classification that is established will be used from that point forward or until the competitor obtains a current ISSF/NSSA classification.

Singles:                   A Division (94.0 and above)  
                                  B Division (85.0 – 93.99)  
                                  C Division (All scores less than 85.0)

Doubles:                   A Division (88.0 and above)  
                                  B Division (80.0 – 87.99)  
                                  C Division (All scores less than 80.0)

- Competitors who do not possess a current ISSF/NSSA classification and who previously qualified for A, B, or C Division may be reclassified if their scores for the 2 previous World Police and Fire Games events in which they competed would qualify them for the specific division.

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### All Skeet Events:

- A combined ISSF/ATA average for the singles and doubles event of 182.00 or higher will shoot in A Division.
- A combined ISSF/ATA average for the singles and doubles event of between 165.0 and 181.99 will shoot in B Division.
- A combined ISSF/ATA average for the singles and doubles event of less than 165.0 will shoot in C Division.

### Team Classification:

Classification for team events shall be the combined average of team member's scores, carried to the second decimal place (i.e. - 95.25) and then divided by 5. Standard rounding procedures will be used to calculate the team's average. Calculate the average to 3 digits and rounding to the 2nd digit, and if the 3rd digit is greater than or equal to 5, then the 2nd digit will be rounded up.

### **SCORING**

Individual: Aggregate score.

Team: The team score is the aggregate of the team members' individual scores

All Events: A competitor's total aggregate score of their Singles and Doubles events. A competitor must compete in the Singles and Doubles events to be eligible for All Events.

### **GENERAL SPORTS RULES FOR SKEET**

Singles Event: Each shooter attempts 100 clay birds.

Doubles Event: Each shooter attempts 100 clay birds, thrown two (2) at a time.

Unless mutually agreed upon by all competitors involved in a tie, ties for medal positions will be resolved using the ISSF method of shoot-offs.