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GUIDING BODIES

World Police and Fire Games Federation (WPFGE)
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International Shooting Sport Federation (ISSF)
Bavariaring 21, D-80336, Munchen, Germany
Tele: +49 89 544.3550; FAX: +49 89 544.35544
Web-Site: www.issf-shooting.org; E-Mail: munich@issf-shooting.org

National Skeet Shooting Association (NSSA)
5931 Roft Rd., San Antonio, TX 78253
Tele: 210.688.3371; Fax: 210.688.3014
Web-Site: www.nssa-nasca.com; E-Mail: nssa@nssa-nasca.com

NOTE: Coordinator must remember that NSSA/ISSF guidelines and WPFGE rules are used, since both Guiding Bodies are needed to cover all aspects of running this sport. If there are any questions about weapons or rules, contact WPFGE Director for Skeet.

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.

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OFFICIALS

Sports Coordinator

A minimum of one official will be needed for each field being used. Usually these are the skeet club's board members or current members belonging to the skeet club.

PERSONNEL

One scorer and puller for each field
3 or 4 tabulators/posters

MEDICAL

Basic medical supplies, such as a First Aid Kit, will be provided by the Host at each venue. Communications must be available and preparations in place to summon additional emergency services.

FACILITY

An ISSF/NSSA approved skeet range with a minimum of four (4) skeet fields (more fields are preferred.) An extra skeet machine should be available on site in the event of a breakdown or malfunction.

EQUIPMENT

ISSF/NSSA score sheets

Targets: Clay pigeons, extras in case of ties

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.] It is recommended that ammunition be available for sale at the venue.

SCHEDULING

Skeet will require two (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.

Each event should start at 8:00 a.m. The Singles event will last most of the day, usually about 12 to 15 squads.

Squadding of the teams and individuals will be done prior to the Skeet competition (usually the day

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before at practice), or with the WPFGE 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.

A draw shall be made in an unbiased manner. Names of squads will be placed in a container and drawn by a disinterested party. The first draw will be placed in the 0800 time slot. If the four (4) squad rotation is being used (no more than four (4) Skeet fields will be used), then repeat the draw every one (1) hour and forty-five (45) minutes until all teams/individuals are squadded. If starting only one (1) squad at a time, repeat draw every 30 minutes until all teams/individuals are squadded. If all 100 targets are shot on the same field, draws will be done the same, except (4) teams/individuals will be squadded every 2 hours

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 one (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 WPFGE 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 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

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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 WPFGE Director stating all essential facts. Any such appeals must be filed prior to the start of competition. The WPFGE Director will make the final determination as to the classification.
- Classification Protests - Any person or team who believes that another competitor has been improperly classified may file a protest with the WPFGE Director stating all essential facts. Any such protests must be filed prior to the start of competition. The WPFGE Director will make the final determination as to the classification.

Any variances to classification must be approved by the WPFGE 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 two (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.

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.

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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.

PRACTICE

Arrangements shall be made to have the Skeet Range available for practice on the day prior to the start of competition.

RESULTS TO WPFGE DIRECTOR

The SCORES OF ALL INDIVIDUAL EVENT(S) COMPETITORS ARE KEPT by the WPFGE for data entry into the Classification computer program used from Games to Games. The Sport Coordinator shall be responsible for the MANDATORY SUBMISSION of all Individual event(s) scores in this sport to the WPFGE Director for Skeet. This should be done immediately upon the conclusion of the sport, and in no case later than 14 days after the conclusion of the WPFGE.

AWARDS

A maximum of 42 sets of medals (1st through 3rd place) will be required. WPFGE will advise you of the number of sets needed based on total entries, plus a reasonable margin.

ATTENTION COORDINATORS

**THE GENERAL RULES APPLY TO ALL SPORTS.
YOU MUST BE FAMILIAR WITH ITS CONTENTS.**

**PRECISE RESULTS MUST BE FORWARDED
TO THE HOST COMMITTEE IMMEDIATELY FOLLOWING THE
CONCLUSION OF THIS SPORT**

The WPFGE Director assigned to your sport is knowledgeable and experienced in providing assistance during the preparation and running of the sport.

Questions, a detailed accounting of your preparations, and any area requiring approval of the WPFGE shall be submitted in a timely manner to this WPFGE Director.

The WPFGE Directors want to work with you to make your sport a success.

PLEASE USE THE WPFGE DIRECTORS AS A RESOURCE.