

WPFG ABRIDGED RULES: SKEET - Page 1

GUIDING BODIES

World Police and Fire Games Federation (WPFGE)
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National Skeet Shooting Association (NSSA)
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EVENTS

INDIVIDUAL; OPEN UNISEX:

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

5 PERSON TEAM:

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

NOTE: Divisions based on combination (average) of the 5 team members classifications. See Classification for details.

EQUIPMENT

Shotguns: Provided by competitor, 12 gauge or smaller

Ammunition: Shall meet NSSA/ISSF standards, and each competitor will provide their own ammunition. The Club/Facility will have ammunition available for sale on site. Reloaded ammunition is acceptable as long as it does not exceed NSSA/ISSF specifications.

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SCHEDULING

Skeet will be a 2 day event being held on Tuesday and Wednesday (Trap is held on Thursday and Sporting Clays on Friday). The Singles competition will take place on the first day. The Doubles event will be held on the second day. The Doubles event usually goes faster than the Singles event. At the completion of the Doubles event, all [tie] shoot-offs will be held for the Skeet events; Singles, Doubles and All Events.

Events should start at 0800 each day.

Squading of the teams and individuals will be done the day prior to the first day of competition (usually at practice); or, with the WPFGB Directors for Skeet and the Host Sport Coordinator at the Bracketing Meeting.

When a team is missing a shooter at their scheduled time, the team will be moved to the end of the squading 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 along in an orderly/timely fashion.

SCORING

Individual: Individual scores of the Singles and Doubles events.

Team: The Team score is the total aggregate of the 5 team members' Individual scores.

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

GENERAL SPORT RULES for Skeet

Singles Event: Each shooter attempts 100 Clay Birds.

Doubles Event: Each shooter attempts 100 birds thrown two at a time (50 pair).

CLASSIFICATION: The below listed classifications will determine in which division an entrant will compete. If a competitor has no established WPFGB classification, he/she will be classified on the first 100 targets in the Individual events. The high and low scores will be thrown out and the two remaining scores will be doubled. The doubled score will be the competitor's classification for the current WPFGB.

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The WPFGB will keep a current record of all competitors' averages who have shot in the WPFGB for a period of 10 years (5 Games). If a competitor has competed in more than three WPFGB, then the competitors' classification will be based on their last 3 scores.

INDIVIDUAL EVENTS:

Singles; "A" Division: 94 and above
 "B" Division: 93 to 85
 "C" Division: 84 and below

Doubles; "A" Division: 88 and above
 "B" Division: 87 to 80
 "C" Division: 79 and below

TEAM EVENTS:

"A" Division - Three (3) "A" Division competitors or more
"B" Division - Three (3) "B" Division competitors or more
"All Events" – It is possible for a competitor to have scores from "A", "B" and "C" Divisions.*

* Note: The WPFGB Director for Skeet will provide a numerical score to determine in what division a competitor's score will place them for the medals.

SHOOT-OFF RULES FOR TIES:

INDIVIDUAL:

Singles: Each competitor will shoot 2 high and 2 low single targets from Station 3, 4, and 5, for a total aggregate score (12). If a winner has not been decided, the course will be repeated. If still tied after the repeat, then the winner will be determined by miss and out starting on Station 3, 4, 5 and back.

Doubles: Each competitor will shoot 2 pair (4 clay birds) of double targets from Station 3, 4, and 5, for a total aggregate score (12). If a winner has not been decided, the course will be repeated. If still tied after the repeat, then the winner will be determined by miss and out starting on Station 3, 4, and 5 and back.

TEAM:

Singles: Each team member will shoot a high and low single target from Station 3, 4, and 5, for a total aggregate score (30). If a winner has not been decided, the course will be repeated.

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Doubles: Each team member will shoot one pair of double targets from Stations 3, 4, and 5, for a total aggregate score (30). If a winner has not been decided, the course will be repeated.

ALL EVENTS:

Each competitor will shoot 4 Single targets (2 high and 2 low targets) and 2 pairs of double targets from Station 3, 4, and 5, for a total aggregate score (24). If a winner has not been decided, the course will be repeated.

PRACTICE

Arrangements shall be made to have the range available for practice a day or two prior to the start of competition.