



— WORLD —
POLICE & FIRE
— GAMES —

Skeet



— WORLD —
POLICE & FIRE
— GAMES —

Table of Contents:

[General Information](#)

[Guiding Bodies](#)

[Venue](#)

[Entry deadline](#)

[Events List](#)

[Medical](#)

[Equipment](#)

[Competition Format](#)

[Scheduling](#)

[Scoring](#)

[Awards](#)

[Sport Rules](#)

[Classification](#)



— WORLD —
POLICE & FIRE
— GAMES —

General Information

Guiding Bodies

World Police & Fire Games Federation (WPFGF)
7944 Convoy Ct., San Diego, CA 92111 USA
Tele (858) 579919; Email 4info@cpaf.org

International Shooting Sport Federation (ISSF)
Bavariaring 21, D80336, Munchen, Germany
Tele: +49 89 544.3550; FAX: +49 89 544.35544
Web-Site: www.issf-shooting.org; E-Mail: munich@issfshooting.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@nssansca.com

NOTE: Coordinator must remember that NSSA/ISSF guidelines and WPFGF 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 WPFGF Director for Skeet.

Venue

Winnipeg Trap and Skeet Club

Entry deadline

July 15, 2023

Events List

Individual; Unisex

- Singles: "A", "B", "C," & Women's Division
- Doubles: "A", "B", "C," & Women's Division



— WORLD —
POLICE & FIRE
— GAMES —

All Skeet Events

- "A," "B," "C," & Women's Division

**A competitor must compete in the Singles AND Doubles events to be eligible for All 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.*

Active competitors from police, fire and eligible first responder agencies may combine to form a team regardless of agency size **WITHIN A COUNTRY**

Retired competitors may combine to form a team in any manner they wish with other eligible competitors whether police or fire. This includes cross country lines.

Medical

Basic medical supplies will be available at the venue.

Communications shall be available at each venue and preparations made in case it is necessary to summon emergency services.

Sport Equipment

ISSF/NSSA score sheets

Targets:

Clay pigeons. Extras in case of ties

Shotguns:

This is a 12 gauge event open to all guns of 12 gauge or smaller, capable of firing two (2) shots, using shot loads NOT exceeding one and one eighth (1 1/8) ounces.

Ammunition:

All ammunition must meet ISSF/NSSA standards. Reloaded ammunition is acceptable provided it does not exceed ISSF/NSSA specifications.



— WORLD —
POLICE & FIRE
— GAMES —

All weapons and ammunition are the responsibility of the competitor. Ammunition may be available for purchase at the venue.

Competition Format

Scheduling

Scheduled for 2 days with the Singles competition and the Doubles competition. See [Sport Schedule](#) for details.

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

Squads should be set prior to the start of competition (usually during the practice day) or with the WPFGE Director and Coordinator at the Bracketing Meeting. All members of a 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 0900-time slot. If the four (4) squad rotation is being used, then repeat the draw every one (1) hour and forty five (45) minutes until all teams/individuals are squadded. If all 100 targets are shot on the same field, draws will be done the same, except four (4) teams/individuals will be squadded every two (2) hours.

When a team is missing a shooter at their scheduled time, the team will be moved to the end of the squad 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 their scheduled time to help move the event on in an orderly/timely fashion.

Scoring

TEAM

The team score is the aggregate of the team member's individual scores.

ALL EVENTS



— WORLD —
POLICE & FIRE
— GAMES —

A competitor's total aggregate score of their Singles and Doubles events.

Awards

Medals are awarded First through Third Place (1st - 3rd).

Sport Rules

WPFPG follows [ISSF Skeet Rule](#) & [NSSA Skeet Rules and Regulations](#)

Where conflicts between ISSF/NSSA guidelines and WPFPG rules occur, always use WPFPG rules.

Classification

Shooter classifications will generally follow the ISSF/NSSA guidelines for determining classification, with the exception that the WPFPG 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 ISSF/NSSA 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.



— WORLD —
POLICE & FIRE
— GAMES —

- **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 they are classified. Such individuals or teams 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 WPF GF Director stating all essential facts. Any such appeals must be filed prior to the start of competition. The WPF GF 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 WPF GF Director stating all essential facts. Any such protests must be filed prior to the start of competition. The WPF GF Director will make the final determination as to the classification.

Any variances to classification must be approved by the WPF GF 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.

A Division:

Singles-94.0 & above

Doubles-88.0 & above



— WORLD —
POLICE & FIRE
— GAMES —

B Division:

Singles-85.0-93.99

Doubles-80.0-87.99

C Division:

Singles-lower than 85.0

Doubles-lower than 80.0

Classification for team events is 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 up to three (3) digits and rounding to the 2nd digit. (if the 3rd digit is five (5) or greater, the 2nd digit is rounded up)

- 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.

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.