GUIDING BODIES

United States Police and Fire Championships (USPFC)

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EVENTS

INDIVIDUAL: UNISEX

A & B Divison

Singles

Doubles

All Skeet Events

TEAM: (UNISEX)

5-person teams

PERSONNEL

Sport Coordinator
One scorer for each field (minimum 4)
2 or 3 tabulators/posters

EQUIPMENT

NSSA score sheets

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: Meets NSSA standards, provided by the competitor.

[Reloaded ammunition is acceptable, provided it does not exceed NSSA specifications.]

Have extra skeet machines available in case of a breakdown or malfunction.

SCHEDULING

For all shotgun events the normal schedule should be Trap, followed by Skeet, finishing with Sporting Clays.

Skeet may require two (2) days. The Singles competition WILL take place prior to the Doubles competition, if two days are used Singles will be on the first day. The Doubles event will be held following the Singles event. If the Doubles competition can not start and finish on the same day as the Singles event, a second day must be used in order that all competitors in the event will compete on the same 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 the day prior to the Skeet competition (usually at practice), or with the USPFC Director and Coordinator at the Bracketing Meeting.

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 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 you will have four (4) teams/individuals squadded every 2 hours

Doubles draw will be every 15 minutes with squads shooting a pair of odd and even Skeet fields. Again only four (4) Skeet fields will be used.

When a team is minus 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 NSSA guidelines for determining classification, with the exception that the USPFC only offers two categories for competition, A & B divisions.

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

• An NSSA classification of B or higher will shoot in A division.

- An NSSA classification of D or E will shoot in B division. (For the doubles event, competitors with a NSSA classification of C or lower will shoot in B division)
- NSSA classification of C will be split. Those with an average of 89.00 or higher will shoot in A division. All other C classification shooter will shoot in B division
- Competitors who do not have a current NSSA classification, but have previously
 competed in USPFC or the World Police & Fire Games will be assigned to A or B
 division 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.
- **Known Ability**-If a competitor is known to qualify for either A or B based on witnessed past performance, they will be placed according to that ability.
- Any competitor may request to shoot in A division.

Competitors who do not possess a current NSSA classification or have not previously competed in the USPFC or the World Police and Fire Games will be assigned to A or B division based on the following:

• The competitor will be classified on the 100 Individual Event targets. The high and lowest scores will be disregarded only for the purpose of classifying the shooter. 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 NSSA classification.

Single A Division (89.0 and above)

B Division (All scores less then 89.0)

Doubles: A Division (83.0 and above)

B Division (All scores less than 83.0)

• Competitors who do not possess a current NSSA classification and who previously qualified for A or B division may be reclassified to either division if their scores for the 2 previous USPFC or World Police & Fire Games events in which they competed would qualify them for the specific division.

All Events

- A combined average of the singles and doubles event of 172.0 or higher will shoot in A division.
- A combined average of the singles and doubles event of less than 172.00 will shoot in B division.

SCORING

Individual: Aggregate score.

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

All Skeet 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.

Ties for medal positions will be resolved using the NSSA method of breaking ties:

Each shooter will shoot two targets from all positions from the 16 yard line until a rotation has been completed. If a tie still exists after one rotation then the tied shooters will move back to the 18 yard line and complete a second rotation. If a tie still exists, the shooters will move back 2 yards and complete a third rotation. The format will be repeated until a clear winner exists.

OR

With an agreement between shooters, the "Long Run" method can be used.

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, see

NSSA Rule III, B, (2), a, b, c, and d.

PRACTICE

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

RESULTS TO USPFC DIRECTOR

The SCORES OF ALL INDIVIDUAL EVENT(S) COMPETITORS ARE KEPT by the USPFC 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 USPFC 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 USPFC.

AWARDS

A maximum of 16 sets of medals (1st through 3rd place) will be required. USPFC 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 USPFC 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 USPFC shall be submitted in a timely manner to this USPFC Director.

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

PLEASE USE THE USPFC DIRECTORS AS A RESOURCE.