



## Shotgun - Skeet



# COMPETITION MANUAL

Updated: August 2025



## **GUIDING BODIES:**

World Police & Fire Games Federation (WPFGF)  
7944 Convoy Court., San Diego, CA 92111 USA  
Tele: (858) 571-9919; Email: [4info@cpaf.org](mailto:4info@cpaf.org)

International Shooting Sport Federation (ISSF)  
Bavariaring 21, D-80336, Munchen, Germany  
Tele +49.89.544.3550 FAX +49.89.544.35544  
Website: [www.issf-shooting.org](http://www.issf-shooting.org) Email: [munich@issf-shooting.org](mailto:munich@issf-shooting.org)

National Skeet Shooting Association (NSSA)  
5931 Roft Rd, San Antonio, TX 78253 USA  
Tele (210) 688-3371 FAX (210) 688-3014  
Website [www.nssa-nasca.com](http://www.nssa-nasca.com) Email [nssa@nssa-nasca.com](mailto:nssa@nssa-nasca.com)

**NOTE:** The Host Sports Coordinator must remember that NSSA/ISSF guidelines and WPFGF rules are used since all Guiding Bodies are needed to cover all aspects of running this sport. If there are any questions about weapons or rules, contact the WPFGF Sports Coordinator or the WPFGF Director in Charge of Skeet.

## **EVENTS**

**Skeet Individual Singles:** A Division, B Division, C Division, Women's Division  
**Skeet Individual Doubles:** A Division, B Division, C Division, Women's Division  
**Skeet Team Singles:** A Division, B Division, C Division  
**Skeet Team Doubles:** A Division, B Division, C Division  
**Skeet All Events:** A Division, B Division, C Division, Women's Division  
**High Overall\*:** A Division, B Division, C Division, Women's Division

\* See Sporting Clays

**Entry Deadline: 12/1/2026**

**NOTE:** Competitors shoot targets in individual events only. Scores from those events will determine Skeet Team and Skeet All Events results. High Overall winners will be based on the combination of scores from all trap individual events, all skeet individual events, and the sporting clays individual event.



## **GENERAL SPORT RULES FOR SHOTGUN SKEET:**

Where conflicts between ISSF/NSSA guidelines and WPF GF rules occur (i.e., awards formula, eligibility of competitors and substitution after competition begins) always use WPF GF rules.

### **Shotguns**

All shotguns are the responsibility of the competitor. A competitor shall not use a shotgun whose chamber is larger than 12-gauge or a shotgun without a shoulder stock. Competitors must use a shotgun capable of firing two shots for the Doubles event.

### **Ammunition**

All ammunition is the responsibility of the competitor and may be available for purchase at the venue. Only shotgun shells with the following characteristics are allowed:

- 2-3/4" in length;
- Maximum shot weight of 1-1/8 ounce;
- Shot size of 7.5 to 9;
- Lead shot only;
- Maximum velocity of 1,350 fps (7/8 oz), 1,325 fps (1 oz), or 1,290 fps (1-1/8 oz).

**NOTE:** Reloaded ammunition is acceptable, provided it meets ISSF/NSSA specifications.

### **Event Format**

The skeet events and venue will be based on the American Skeet shooting discipline.

Skeet Singles – Each competitor attempts 4 round of Skeet Singles (25 targets/round).

Skeet Doubles – Each competitor attempts 2 round of Skeet Doubles (50 targets/round).

### **Ties and Shootoffs**

All ties will be settled by using the miss-and-out format of shootoffs. Long run from the front shall determine the winner of the shootoff.

### **Women's Division**



Female competitors may enter A, B, C or Women's Division. Female competitors shooting for the Skeet All Events Women's Division must enter the Women's Division in the individual events.

### **Team Events**

Team events are based on the combination of the team members' Individual scores. To be eligible for the team event, competitors must be registered in the corresponding individual event. Team rosters must be registered and identified prior to the start of shooting. The team's Division or classification is based on the combination of the 5 team members' classifications (see Team Classifications). Female competitors who are part of a Team will be classified as A Division, B Division, or C Division for the purposes of determining the team classification only.

### **Team Members**

Competitors from any agency type/size may form a team as long as all team members are **FROM THE SAME COUNTRY**. This rule does not apply to a competitor who is already retired in his/her employment. Retired competitors are free to team up with competitors from other countries.

### **Skeet All Events**

Skeet All Events is the combination of both Skeet Individual events' scores. Skeet All Events classification will be determined by Skeet All Events classification table (see All Skeet Events Classification).

### **High Overall**

High Overall is the combination of all shotgun individual events' scores: Trap (3 individual events), Skeet (2 individual events), and Sporting Clays (1 individual event). Please see Sporting Clays rules for classification and additional details.

### **SCHEDULING:**

Skeet will require two (2) days with the Singles competition on the first day and the Doubles competition on the second. All shoot-offs will be held on the same day of the competition if possible.



Each event should start at 0800. The Singles event will last most of the day, usually about 12 to 15 squads. Squads should be set prior to the start of competition (usually during the practice day) or with the WPFGE Coordinator or Director. 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. Squad names 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, then repeat the draw every two (2) hours 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. **Note: A 5 minute maximum break in between each round of 25 targets.**

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.

### **PRACTICE:**

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

### **INDIVIDUAL CLASSIFICATION:**

Competitors will be classified in either A, B or C division based on the following criteria and in the following order:

#### **1. Medal Winners in the Preceding WPFGE**

If a competitor competed in Skeet events during the preceding WPFGE and won a medal, the score for winning that medal will be used to determine the classification for that particular event in this WPFGE. This only applies to the last preceding WPFGE event only.



*For example: a competitor competed in the preceding WPFPG Skeet Singles event and won a **bronze medal** with a score of **95** in the **B division**. The score of **95** will be used to classify the competitor in the Skeet Singles event which will result in the competitor being placed in the **A Division** (A Division = 94.00 or higher).*

## **2. ISSF/NSSA Registered Targets**

Competitors who did not win a medal at the preceding WPFPG Skeet events but have shot ISSF/NSSA registered targets will be classified based on the average of the last 1,000 registered targets in each of the Singles and Doubles disciplines.

	<b>Singles</b>	<b>Doubles</b>
<b>A Division</b>	94.00 or higher	88.00 or higher
<b>B Division</b>	85.00 to 93.99	80.00 to 87.99
<b>C Division</b>	Below 85.00	Below 80.00

It is the responsibility of the competitor to provide a record of their registered targets to the WPFPG Coordinator or Director or the Host Skeet Coordinator. If a competitor does not have 1000 registered ISSF/NSSA targets in a particular discipline or is unable to provide a record of their registered targets, then the competitor will be classified based on previous WPFPG classification or as an unclassified competitor.

## **3. Previous WPFPG Classification**

Competitors who do not have a current ISSF/NSSA average card but have previously competed in the WPFPG (going back 2 WPFPG competitions) will be assigned to A, B or C Division based on their classification in the most recent WPFPG skeet events.

## **4. Unclassified Competitor**

Competitors who do not have a current ISSF/NSSA average card or who have not previously competed in the WPFPG will be assigned to A, B or C Division based on the following:

- **Skeet Singles Event:** Classification will be based on four rounds of 25 targets scored in the event. The rounds with the highest and lowest scores will be discarded, 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 Divisions listed above. The classification that is established will be used from that point forward or until the competitor obtains enough ISSF/NSSA registered targets.

*For example: A competitor shot **22-23-19-25** in the Skeet Singles event. The highest and lowest scored rounds (25 and 19) are discarded and the two remaining scored rounds (22 and 23) will be doubled.  $22 + 23 = 45$  multiplied by two, equals **90**. This competitor will be classified in **B Division** in the Skeet Singles event (B Division = 85.00 to 93.99).*

- **Doubles event:** Classification will be based on the Doubles event score which will give the competitor a classification based on the Divisions listed above. The classification that is established will be used from that point forward or until the competitor obtains enough ISSF/NSSA registered targets.

**TEAM CLASSIFICATION:**

Team classification will determined based on the combination of the individual team members' classification and the following table:

<b>A DIVISION TEAM</b>	<b>B DIVISION TEAM</b>	<b>C DIVISION TEAM</b>
AAAAA	AABCC	ACCCC
AAAAB	AACCC	BBCCC
AAAAC	ABBBC	BCCCC
AAABB	ABBCC	CCCCC
AAABC	ABCCC	
AAACC	BBBBB	
AABBB	BBBBC	
AABBC	BBBCC	
ABBBB		

**SKEET ALL EVENTS CLASSIFICATION:**



A competitor's Skeet All Events classification is based on the competitor's individual event classification and the following table:

<b>SKEET ALL EVENTS A DIVISION</b>	<b>SKEET ALL EVENTS B DIVISION</b>	<b>SKEET ALL EVENTS C DIVISION</b>
AA AB	AC BB BC	CC

*For example:*

*A competitor was classified in **A Division** for 16 Yard event, **B Division** in 22 Yard event and **C Division** in Doubles event. The competitor's classification combination is **ABC** and therefore, the competitor is classified in **B Division** for the Skeet All Events.*

## **OTHER CLASSIFICATION RULES:**

### **Competing in a Higher Class**

Any competitor may choose to compete in a higher Division than the one in which he/she is classified. This declaration must be made prior to the start of the event and cannot be reverted back.

### **Classification Appeals**

Any competitor or team having reason to believe that they are improperly classified may file an appeal in writing with the WPFGEF Coordinator or Director stating all essential facts. The WPFGEF Coordinator and 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 in writing with the WPFGEF Coordinator or Director stating all essential facts. The WPFGEF Coordinator and Director will make the final determination as to the classification.



*Any variances to classification must be approved by the WPFGF Coordinator and or WPFGF Director for Skeet.*

### **RESULTS TO WPFGF DIRECTOR:**

The scores of all competitors in the Individual Events are kept by the WPFGF to be used to verify classifications from Games to Games. The Sport Coordinator shall be responsible for the **MANDATORY** submission of all event scores in this sport to the WPFGF Director for Skeet. This should be done immediately upon the conclusion of the sport, but no later than 14 days after the conclusion of the WPFGF.

### **AWARDING OF MEDALS TO ATHLETES**

During the medal presentation, only athletes are allowed to participate in this ceremony. Each athlete and **SHALL** present their Athlete's Credential. If the athlete does not present their Athlete's Credential, they **SHALL NOT** receive a medal. This is a mandatory requirement to receive a medal.

Technical Support Personnel and children are not allowed on the podium with the teams during the medal presentation.

The sport coordinator **SHALL** have in their possession a copy of the CSE Report for verification of participation. This will determine and verify which event the athlete was entered into.