

# ABRIDGED RULES –RIFLE - Large Bore – 2022 - Page 1

## GUIDING BODIES

World Police and Fire Games Federation (WPFGF)  
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International Shooting Sport Federation (ISSF)  
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Web-Site: [www.issf-shooting.org](http://www.issf-shooting.org) E-Mail: [munich@issf-shooting.org](mailto:munich@issf-shooting.org)

International Confederation of Fullbore Rifle Associations (ICFRA) (Technical Rules for F Class Shooting)  
Web-Site: <http://icfra.com>

National Rifle Association of America, (NRA) (International Full Bore Prone Rifle Rules)  
Web-Site: [www.nrahq.org/compete/rules](http://www.nrahq.org/compete/rules)

**Note:** Coordinator must remember that ISSF, ICFRA, and NRA rules are used, since all Guiding Bodies are needed to cover the aspects of running this sport. Using the international standard is preferred. If there are any questions about weapons or rules, contact WPFGF Director for Large Bore Rifle.

## EVENTS

### **WPFG MATCH: INDIVIDUAL; UNISEX: 300 meter prone**

This match will be conducted using the ISSF guidelines for a 300 m Rifle Prone competition. Separate events will be offered for “Any Rifle,” “Standard Rifle,” “F-Class Open,” and “F-Class Restricted” in the following classes: High Master, Master, Expert, Sharpshooter, and Marksman.

*This event will be the official shoot for record keeping. Records will only be kept for the Standard Rifle in this event.*

### **WPFG MATCH: 4 PERSON TEAM; UNISEX:**

Service and Standard Rifle Teams  
“A” Division: High Master/Master/Expert  
“B” Division: Sharpshooter/Marksman  
F-Class Rifle Teams  
“A” Division: High Master/Master/Expert  
“B” Division: Sharpshooter/Marksman

**NOTE:** Competitors must enter and shoot the Individual event to be eligible to compete in the appropriate Team event. Competitors are allowed to shoot in only ONE rifles category for each match.

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### **HOST COUNTRY MATCH: INDIVIDUAL; UNISEX**

Competition will be in the following classes: High Master, Master, Expert, Sharpshooter, Marksman and Unclassified.

### **HOST COUNTRY MATCH: 4 PERSON TEAM; UNISEX:**

“A” Division: Master/Expert

“B” Division: Sharpshooter/Marksman

Team score will be an aggregate of four (4) Individual WPKG or International Match event scores, combined as a team, from the Service or Match Rifle Individual events.

***NOTE:** Competitors must enter and shoot the Individual event to be eligible to compete in the appropriate Team event. Competitors are allowed to shoot in only ONE rifles category for each match.*

### **FOR 2022 THE HOST COUNTRY MATCH WILL BE AS FOLLOWS:**

This match will be conducted using the ISSF guidelines for Rifle Prone and/or NRA guidelines for Mid-Range Prone Competitions. Separate events will be offered for “Service Rifle,” “Match Rifle, International Target Rifle/Palma Rifle,” “F-Class Open,” and “F-Class Tactical/Restricted” in the following classes: High Master, Master, Expert, Sharpshooter, Marksman and Unclassified.

The Host Country Match will be a Match fired from the Prone Position at 300, 400 and 500 meter line. 15 shots for record will be fired at each meter line

Service and Match Rifle, International Target Rifle/Palma Rifle will fire using a rifle sling and will shoot on their designated target.

F-Class Rifles will fire from a bi-pod/tri-pod and will shoot on their designated (FC) targets. The Various Rifle categories will not be combined, (Example: Service, Match Rifle, International Target Rifles/Palma Rifles will NOT compete against an F-Class Rifle).

### **EQUIPMENT**

Targets: ISSF/ICFRA/NRA approved targets only. *If Electronic Scoring Target Systems are used the rules regarding the use of these systems must be sent to all competitors well in advance of the Games.*

### **Weapons:**

**Any Rifle** – A rifle with no restrictions on sights or accessories including Schuetzen type buttplates and palm rests except that it must be safe to competitors and range personnel. Ammunition will be restricted to no larger than .9 mm. (Attention is directed to safety fan limitations of various ranges. Individual ranges may further restrict ammunition.)

The use of compensators or muzzle brakes is prohibited. An extension tube that has been installed on the muzzle of a rifle to extend the sight radius shall not be considered a “muzzle brake.” The extension tube must have an interior diameter of .5 inches or greater and may have

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1/4” x 1” slots cut at 12 and 6 o’clock to remove cleaning patches. Threaded holes along the top of this tube for the installation of sight bases will be allowed.

(a) Sound suppressors are not authorized for use in high power competition

Any Rifle used shall conform to ISSF specifications as applies to trigger pull for 300 m Standard Rifles.

*The intent of this rifle category is to allow competitors to compete outside the stricter standards of the Standard Rifle. This includes a softer standard on clothing requirements.*

**Standard Rifle** – All rifles must meet ISSF specifications for 300 m Standard Rifle.

***For Standard Rifles the caliber may not exceed 8 mm.***

**F-Class Open Rifle (F-O)** – All rifles must meet ICFRA specifications for an F-Class Open Rifle.

**F-Class Restricted Rifle (F-R/R)** – All rifles must meet ICFRA specifications for an F-Class Restricted Rifle.

***For both F-O Rifles and F-R/R Rifles all attachments must be compliant with current ICFRA rules.***

Shooters must use only equipment and apparel that complies with the ISSF Rules. Anything (guns, devices, equipment, accessories, etc.) which may give a shooter an unfair advantage over others and which is not mentioned in these Rules, or which is contrary to the spirit of the ISSF Rules and Regulations, is prohibited. The shooter is responsible for submitting all equipment and apparel for official inspection and approval to a WPFGE Equipment Inspector prior to its use in WPFGE competition. Team leaders are equally responsible for ensuring that the shooters’ equipment and apparel comply with the ISSF Rules and Regulations.

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

**CLASSIFICATION:** WPFGE Classifications will be used. *A competitor without an established WPFGE classification may use their official national classification card or Score Record Book to receive an “Assigned Classification.”*

The averages listed below will be used to establish WPFGE Classification:

### WPFGE Match – Prone Position

High Master	98.50 and above
Master	97.00 to 98.49
Expert	94.50 to 96.99
Sharpshooter	92.00 to 94.49
Marksman	Below 92.00

### WPFGE Match – F-Class

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High Master	98.00 and above
Master	96.50 to 97.99
Expert	94.00 to 96.49
Sharpshooter	91.50 to 93.99
Marksman	Below 91.50

### Host Country Match

Master	92.50 and above
Expert	90.00 to 92.49
Sharpshooter	85.00 to 89.99
Marksman	Below 85.00

Any competitor without an established WPFGB classification who cannot present such evidence will shoot their Individual event. The score they obtain on the in their Individual event will be used to determine their proper classification for the awarding of medals in the various classes in the Individual event. This classification will also be used for the Team event.

A competitor's classification will not change during a tournament. A competitor will enter a tournament under their correct classification and shoot the entire tournament in that class. Should it be discovered during a tournament that a competitor has entered in a classification lower than their current rating, the competitor will be subject to possible disqualification. *The WPFGB reserves the right to reclassify any shooter based upon "known ability" or other evidence to the skill of the individual.*

All classifications and scores shall become obsolete if the competitor does not fire in WPFGB or other nationally sanctioned competition at least once during three (3) consecutive WPFGB events. Master classifications and scores shall become obsolete if the competitor does not fire in WPFGB competition at least once during five (5) consecutive WPFGB events.

**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 higher class throughout the tournament and not revert to earned classification for any event in that tournament.

**Classification Appeals** – Any competitor having reason to believe that they are improperly classified may file an appeal with the WPFGB Director stating all essential facts. Any such appeals must be filed prior to the start of competition. The WPFGB Director will make the final determination as to the classification.

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

**Team Classification** – Teams are classified by computing the "team average" based on the classification of each firing member of the team. To compute this "team average" the key listed

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below for the different classes will be used and the team total divided by the number of firing members of the team. Any fractional figure in the team average of one half or more places the team in the next higher class. The “team average” will establish classification of the team as a unit but will not affect in anyway the individual classification of team members.

## Team Class Key

High Master	5
Master	4
Expert	3
Sharpshooter	2
Marksman	1

## COURSES OF FIRE:

### WPFG Match – Prone Position

A ten (10) minute preparation period will be followed immediately by the courses of fire. Each competitor will fire 3 strings of 20 scoring shots. Total shooting time for each string including sighting shots is 30 minutes. On ranges equipped with electronic targets (ETS), the time limit for a 20 shot string is 25 minutes.

Preparation Period	No shooting	10 minutes
Stage 1	20 shots	30 minutes (ETS 25 minutes)
Rotation		
Stage 2	20 shots	30 minutes (ETS 25 minutes)
Rotation		
Stage 3	20 shots	30 minutes (ETS 25 minutes)

**SIGHTING SHOTS:** Stage 1: five (non-convertible) Once the first competition shot has been fired, no further sighting shots are allowed unless permitted by the jury in accordance with the rules. Any further sighting shot(s) fired in contravention of this rule must be scored as misses in the competition.

### Host Country Match

It is preferred that the Host develop a course of fire that is common for the National Rifle Association of their country following the guidelines if ICFRA Target Rifle Shooting Rules. This course of fire should be conducted in the prone position.

The default course of fire for the Host Country Match will consist of 3 strings of fire, with 15 scoring rounds fired from, in order, 400 m, 500 m, and 600 m. Each scoring shot will be worth a maximum of 5 points. All shots will be fired from the prone position. All sighting shots and shots for score must be completed within the listed time limits.

Preparation Period	No shooting	10 minutes
Stage 1 – Prone 400 m	15 shots	20 minutes
Stage 2 – Prone 500 m	15 shots	21 minutes
Stage 3 – Prone 600 m	15 shots	21 minutes

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**SIGHTING SHOTS:** Stage 1: five (non-convertible) Once the first competition shot has been fired, no further sighting shots are allowed unless permitted by the jury in accordance with the rules. Any further sighting shot(s) fired in contravention of this rule must be scored as misses in the competition

**SCORING:** If the Host is unable to obtain independent scorers for the event, scoring may be done by competitors from different relays. Competitors, squadded in pairs or threes, will exchange scorecards and each will act as register keeper for the competitor firing immediately after them. No competitor will score another competitor's card from the same agency or team. All scoring cards must be signed by the competitor and scorer.