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# **Pistol PPC Abridged Rules**



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## General Information

### Guiding Bodies

World Police and Fire Games Federation (WPFGE)  
7944 Convoy Court, San Diego, CA 92111  
Tele. (858) 571-9919 FAX: (858) 571-1641  
E-mail: 4info@cpaf.org

National Rifle Association (NRA)  
Police Pistol Combat Rules  
11250 Waples Mill Rd., Fairfax, VA 22030  
Tele: (800) 672-3888

### Venue

Winnipeg Rifle & Pistol Association  
1201 Miller Rd, West St. Paul, MB R4A 1B7

### Entry Deadline

July 15, 2023

### Events List

1500 Pistol (Semi-Auto) Individual:

- High Master, Master, Expert, Sharpshooter, Marksman, and Classified Class

1500 Revolver Individual:

- High Master, Master, Expert, Sharpshooter, Marksman, and Classified Class

4-Person Team:

The number of team classifications for awarding of medals will be decided dependent upon event registrations and there being enough in each of the classifications to allow for Gold, Silver and Bronze in each. Otherwise only one set of medals should be awarded in each of the two weapon classes in each of the Revolver and Semi-Auto events



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Pistol (Semi-Auto) Individual - Distinguished Match:

- High Master, Master, Expert, Sharpshooter and Marksman Class

Revolver Individual - Distinguished Match:

- High Master, Master, Expert, Sharpshooter and Marksman Class

Pistol (Semi-Auto) Individual - Stock Service Match:

- High Master, Master, Expert, Sharpshooter and Marksman Class

Revolver Individual - Stock Service Match:

- High Master, Master, Expert, Sharpshooter and Marksman Class

**Notes:**

1. All competitors in these events will be unisex
2. Awards will be given in two categories for each 1500 event: Open and Stock Duty firearm
3. Competitors can shoot both gun classes, revolver and semi-automatic. Competitors must shoot in the Individual PPC Event to be eligible to shoot the Distinguished Match
4. Competitors shooting in the "Classified" class of the individual event, will receive a temporary classification that will be used if they are also competing in the Distinguished Match event
5. For team events, competitors must shoot in the Individual PPC Event to eligible to shoot the team event
6. Teams must be identified prior to the start of competition

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.



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## Sport Equipment

Item	Description
Target	B-27 target
Holsters	Athletes are responsible for bringing their own holster Right or left-handed holsters
Pistols	Athletes are responsible for bringing their own pistol
Ammunition	Athletes are responsible for bringing their own ammunition

## Awards

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

## Sport Rules

\*WPFG follows NRA [Police Pistol Combat Rules](#)

Where conflicts between NRA rules and WPFGF rules occur (i.e. awards formula and eligibility of competitors), always use WPFGF rules.

## Classification

Participants will be classified using their previous performance in the WPFG, related events, or by their NRA or WA1500 classification.

NRA classification rules and scores will be used.

High Master - 1485-1500

Master - 1472-1484

Expert - 1452-1471

Sharpshooter - 1405-1451

Marksman - 1351-1404

Classified - 1350 & below

Unclassified Competitor - Is a competitor who does not have a current NRA Action Pistol Classification, or Rimfire Action Pistol Competition either regular or temporary by Score



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Record Book nor an "Assigned Classification." Such competitors will receive a classification following their first 1500 match and will then be assigned a classification for any subsequent matches.

### **Handgun Categories**

Open Class - See NRA rules 3.2 and 3.3

Stock Duty Gun Class - See NRA rules 3.6 and 3.7

Distinguished Class - See NRA Rules 3.4 and 3.5

### **Holsters**

NRA rule 3.14 A conventional right or left-handed holster must be used. For safety reasons, shoulder, cross draw, or holsters which require releasing by insertion of finger within the trigger guard will not be allowed. Semi-Automatic pistol holsters must completely cover the trigger.

### **Ammunition**

Revolver Ammunition as specified in NRA Rule 3.17. No high speed or Magnum ammunition will be allowed.

Open Class Division Firearms: Either hand loaded or factory loaded ammunition may be used. Wadcutter ammunition is allowed.

Stock Duty Gun Division Firearms and Distinguished Firearms: Either hand loaded or factory loaded ammunition may be used. No wadcutter ammunition is allowed.

### **Courses of Fire**

NRA POLICE PISTOL COMBAT MATCH AND NATIONAL POLICE COURSE, SEE NRA RULE 7.

#### **Match #1**

- 7 Yards Standing without support, double action - 12 shots within 20 seconds
- 15 Yards Standing without support, double action - 12 shots within 20 seconds

#### **Match #2**

- 25 Yards Kneeling - 6 shots, standing behind barricade left hand - 6 shots, right hand barricade - 6 shots, all double action within 90 seconds

#### **Match #3**



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- 50 Yards Sitting - 6 shots, prone - 6 shots, standing behind barricade left hand - 6 shots, right hand barricade - 6 shots, all either single or double action and within 2 minutes and 45 seconds

#### **Match #4**

- 25 Yards Standing without support, double action - 12 shots within 35 seconds
- 25 Yards Repeat again, standing without support, double action - 12 shots within 35 seconds. (Total Rounds Shot in Matches #1 through #4 is 90 shots.)

#### **Match #5**

- 7 Yards Standing without support, double action - 12 shots within 20 seconds.
- 25 Yards Kneeling - 6 shots, standing behind barricade left hand - 6 shots, right hand barricade - 6 shots, all double action within 90 seconds.
- 50 Yards Sitting - 6 shots, prone - 6 shots, standing behind barricade left hand - 6 shots, either single or double action and all within 2 minutes and 45 seconds.
- 25 Yards Standing without support, double action - 6 shots within 12 seconds. (Total Rounds Shot in Match #5 is 60 Shots.)

Total Course of Fire for Matches 1 through 5 is 150 Rounds, for a total possible score of 1,500 points.

#### **Team Event Course of Fire**

The Team event score is the total of the individual scores of the team members who shoot Match #5 (National Police Course). Each team member can shoot a possible total of 600 points for a possible team score of 2,400 points in the 4-Person Team event.

#### **NRA Police Distinguished Match Course of Fire (See NRA Rule 7.7)**

The Distinguished Police Match is the 60 round NRA National Police Course, except that the firearms used are non-modified (basically that means a standard unaltered factory produced weapon). The only modification allowed will be grips, see NRA rule 3.1 and 3.4. Competitors can shoot both gun classes, revolver and semi-automatic. Competitors must shoot an Individual PPC Event to be eligible to shoot the Distinguished Match.

**Stage 1:** 7 yards, 12 shots double action standing without support. Time limit 20 seconds including time to reload.



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**Stage 2:** 25 yards, 6 shots kneeling; 6 shots standing left hand with support from behind barricade, 6 shots standing right hand with support from behind barricade, all fired double action. Time limit 90 seconds, including time to reload.

**Stage 3:** 50 yards, 6 shots sitting; 6 shots prone; 6 shots standing left hand with support from behind barricade; 6 shots standing right hand with support from behind barricade, all shots may be fired single or double action. Time limit 2 minutes and 45 seconds including time to reload.

**Stage 4:** 25 yards, 6 shots double action standing without support. Time limit 12 seconds.

#### **NRA Stock Service Match Course of Fire (See NRA Rule 7.9)**

Competitors can shoot both gun classes, revolver and semi-automatic.

Competitors must shoot Individual PPC event to be eligible to shoot the Distinguished or Stock Service Match.

Stage 1: 3 yards, double action - 6 shots one hand standing without support, 8 seconds.

Stage 2: 7 yards, double action - 12 shots, one or two hands standing without support position. Twenty seconds, includes reloading for second 6 shot string.

Stage 3: 15 yards, double action - 12 shots, one or two hands standing without support. Twenty seconds, includes reloading for the second 6 shot string.

Stage 4: 25 yards, double action - 18 shots, one or two hands; 6 shots kneeling, from behind the barricade for cover and support; 6 shots standing left hand from behind the barricade; and 6 shots standing right hand from behind the barricade. Ninety seconds, includes reloading for subsequent 6 shot strings.