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# AIR RIFLE (10 METERS)



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## General Information

### Guiding Bodies

World Police and Fire Games Federation (WPFGF)  
8304 Clairemont Mesa Blvd., # 107, San Diego, CA 92111  
Tele. (858) 57-9919 FAX: (858) 57-6411 EMAIL: worldgamesinfo@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 Rifle Association, (NRA) (Precision Air Rifle Rules)  
11250 Waples Mill Rd., Fairfax, VA 22030

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

### Venue

Manitoba Provincial Rifle Association Shooting Sport Performance Center  
(Royal Canadian Legion Branch 9)

### Entry Deadline

July 15, 2023

### Events List

INDIVIDUAL; UNISEX:

- Master, Expert, Sharpshooter, and Marksman

4 – PERSON TEAM

- “A” Division: Master and Expert
- “B” Division: Sharpshooter and Marksman

Team score will be an aggregate of four (4) Individual event scores, combined as a team.



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**NOTE:** Competitors must enter and shoot the Individual event to be eligible to compete in the Team event.

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 repairs made in case it is necessary to summon emergency services.

### Facility

An ISSF/NRA approved 10 Meter range. Electronic Target Systems (10 firing positions) will be used for competition. The venue will be available for a short training period [A minimum of two (2) hours] on the day before the event.

### Sport Equipment

Athletes are responsible for bringing their own rifles and ammunition

All rifles must meet ISSF specifications. **10 m Air Rifle** - Any type of compressed air or gas rifle which conforms to the specifications shown in the ISSF Rifle Measurements Table and with the following additional restrictions:

- The total length of the air rifle system measured from the back end of the mechanism to the apparent muzzle must not exceed 850 mm.
- The weight of the Rifle with sights may not exceed 5.5kgs.

Ammunition: Any type or form of 4.5mm (.177 cal) projectile that is made of lead or similar soft material. Steel projectiles are prohibited.

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



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ISSF Rules and Regulations, is prohibited. The shooter is responsible for submitting all equipment and apparel for official inspection and approval to a WPFGEquipment Inspector prior to its use in WPFGEcompetition. Team leaders are equally responsible for ensuring that the shooters' equipment and apparel comply with the ISSF Rules and Regulations.

## Competition Format

### Scheduling

Scheduled for 1 day of competition and 1 practice day. See [Sport Schedule](#) for details.

### Awards

Medals are awarded First through Third Place (1<sup>st</sup>–3<sup>rd</sup>).

## Sport Rules

\*WPFGE follows [ISSF Rifle Rules](#) & [NRA Precision Air Rifle Rules](#)

Where conflicts between ISSF/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:

Master	99.10 and above
Expert	94.00 to 99.00
Sharpshooter	89.00 to 93.90
Marksman	88.90 or below

Any competitor without an established WPFGE classification who cannot present such evidence will shoot their Individual event. The score they obtain in the 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.



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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 WPFGF 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 WPFGF or other nationally sanctioned competition at least once during 3 successive WPFGF events. Master classifications and scores shall become obsolete if the competitor does not fire in WPFGF competition at least once during 5 WPFGF 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 WPFGF Director stating all essential facts. Any such appeals must be filed prior to the start of competition. The WPFGF 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 WPFGF Director stating all essential facts. Any such protests must be filed prior to the start of competition. The WPFGF 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 in Table No. 1 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**

Master	4
Expert	3
Sharpshooter	2



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Marksman 1

COURSE OF FIRE:

- The 10-Meter Air Rifle Match (Standing Position) will be used.
- 60 shots.
- Any release of the propelling charge, after the first competition target is in place, without the pellet hitting the target, whether a pellet has been loaded or not, will be scored as a miss.

*“Dry firing” means the release of the cocked trigger mechanism of an unloaded rifle or the release of the trigger mechanism of a gun fitted with a device which enables the trigger to be operated without discharging the gun.*

A fifteen (15) minute Preparation and Sighting period will be followed immediately by the courses of fire. MATCH firing time is 75 minutes.

Preparation Period- Preparation and Sighting - 15 minutes

MATCH firing- Competitive Stage - Standing - 60 shots - 75 minutes