



— WORLD —
POLICE & FIRE
— GAMES —

Rifle Small Bore Abridged Rules



— WORLD —
POLICE & FIRE
— GAMES —

Table of Contents:

[General Information](#)

[Guiding Bodies](#)

[Venue](#)

[Entry Deadline](#)

[Events List](#)

[Medical](#)

[Facility](#)

[Equipment](#)

[Competition Format](#)

[Scheduling](#)

[Awards](#)

[Sport Rules](#)

[Classification](#)

[Courses of Fire](#)

[Sighting shots](#)



— WORLD —
POLICE & FIRE
— GAMES —

General Information

Guiding Bodies

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

National Rifle Association, (NRA) [Small Bore Rifle Rules]
To order rules: 11250 Waples Mills Rd., Fairfax VA 22031 USA.

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 Director for Small Bore Rifle.

Venue

Winnipeg Rifle & Pistol Association

Entry Deadline

June 15, 2023

Events List

3-Position

Individual; Unisex:

- 50 m Rifle 3 X 20 shot match.
- Separate events will be offered for Sport Rifle and Free Rifle in the following classes:
 - Master, Expert, Sharpshooter, and Marksman.

4 Person Team; Unisex:

- "A" Division: Master/Expert
- "B" Division: Sharpshooter/Marksman
- Team Score will be an aggregate of the 4 Individual event scores, combined as a Team.



— WORLD —
POLICE & FIRE
— GAMES —

English Match - Individual; Unisex:

- 50 m Rifle Prone position, 60 shot match.
- Master, Expert, Sharpshooter, and Marksman.

English Match - 4 Person Team; Unisex:

- "A" Division: Master/Expert
- "B" Division: Sharpshooter/Marksman
- Team Score will be an aggregate of the 4 Individual event scores, combined as a Team.

All shots fired in the English Match will be from the prone position.

Note: *Competitors may shoot either or both the 3-position Individual event and the English Match. Competitors must enter the appropriate individual discipline in order 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.

Equipment

Athletes are responsible for bringing their own rifle and ammunition. No ammunition will be sold on site.

Competition Format

Scheduling

Scheduled for 2 days of competition and 1 practice day. See [Sport Schedule](#) for details.

Awards

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



— WORLD —
POLICE & FIRE
— GAMES —

Sport Rules

WPFPG follows [ISSF Rifle Rules](#) & [NRA Smallbore Rifle Rules](#) and guidelines

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

Classification

WPFPG Classifications will be used. A competitor without an established WPFPG classification may use their official national classification card or Score Record Book to receive an “Assigned Classification” for the specific event.

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

50 m Rifle 3 X 20 shot match

Master	92.00 and above
Expert	87.00 to 91.99
Sharpshooter	80.00 to 86.99
Marksman	Below 80.00

50 m Rifle Prone position, 60 shot match

Master	97.50 and above
Expert	95.00 to 97.49
Sharpshooter	92.50 to 94.99
Marksman	Below 92.50

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



— WORLD —
POLICE & FIRE
— GAMES —

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 three successive WPFGF events. Master classifications and scores will become obsolete if the competitor does not fire in the WPFGF competition at least once during the five 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 they are currently classified. Such individuals or teams 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.

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



— WORLD —
POLICE & FIRE
— GAMES —

in the next higher class. The “team average” will establish classification of the team as a unit but will not affect in any way the individual classification of team members.

Team Class Key

Master		4
Expert	3	
Sharpshooter	2	
Marksman	1	

Courses of Fire

50 m Rifle 3 X 20 shot match

A ten (10) minute preparation period followed immediately by the courses of fire, in order: Prone, Standing, Kneeling. Each competitor has an additional 10 minutes for each position change between positions. Shooting time including sighting shots is 150 minutes. On ranges equipped with electronic targets (ETS), the time limit for a 60 shot course is 135 minutes.

Preparation Period	No shooting	10 minutes
Stage 1 Prone	20 shots	40 minutes (ETS 35 minutes)
	Changeover	10 minutes
Stage 2 Standing	20 shots	60 minutes (ETS 55 minutes)
	Changeover	10 minutes
Stage 3 Kneeling	20 shots	50 minutes (ETS 45 minutes)

50 m Rifle Prone position, 60 shot match

A ten (10) minute preparation period will be followed immediately by the courses of fire. Shooting time including sighting shots is 90 minutes. On ranges equipped with electronic targets (ETS), the time limit for a 60 shot course is 75 minutes.



— WORLD —
POLICE & FIRE
— GAMES —

Preparation Period	No shooting	10 minutes
Competitive Stage Prone	60 shots	90 minutes (ETS 75 minutes)

Sighting shots

May be fired only before the beginning of each competition or position. 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 miss(es) in the competition.