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Trap



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General Information

Guiding Bodies

World Police & Fire Games Federation (WPFGF)
7944 Convoy Ct., San Diego, CA 92111 USA
Tele (858) 579919; Email info@cpaf.org

International Shooting Sport Federation (ISSF)
Bavariaring 21, D80336 Munchen, Germany
FAX: +49 89 530 9481

Amateur Trapshooting Association (ATA)
601 W. National Road, Andalia, OH 45377
Tele. (513) 898638 FAX: (513) 895472

NOTE: Coordinator must remember that ISSF/ATA guidelines and WPFGF rules are used, since both Guiding Bodies are needed to cover all aspects of running of the event. If there are any questions about rules, contact WPFGF Director for Trap.

Venue

Winnipeg Trap and Skeet Club

Entry deadline

July 15, 2023

Events List

Individual: Unisex

- 16 Yard: "A", "B", "C" & Women's Division - Each shooter attempts 100 clay birds
- 22 Yard: "A", "B", "C" & Women's Division - Each shooter attempts 100 clay birds
- Doubles: "A", "B", "C" & Women's Division - Each shooter attempts 100 clay birds thrown two at a time

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- "A", "B", "C" & Women's Division

5 Person Team: Unisex

- 16 Yard: "A", "B" & "C" Division
- 22 Yard: "A", "B" & "C" Division
- Doubles: "A", "B" & "C" Division

***Note:** The Team event is unisex. Team rosters must be identified prior to the start of shooting. Divisions based on combination (average) of the 5 team members classifications.*

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 and preparations in place to summon additional emergency services.

Sport Equipment

Targets:

Clay pigeons. Will have extras on hand in case of ties.

Shotguns:

All weapons are the responsibility of the competitor. This is a 12 gauge event open to all guns of 12 gauge or smaller, capable of firing two (2) shots, using shot loads NOT exceeding one and one-eighth (1 1/8) ounces.

Semi-automatic, automatic and air rifles are prohibited.

Ammunition:

All ammunition is the responsibility of the competitor and may be available for purchase at the venue. The use of other ammunition is not prohibited. Only shotgun cartridges, number 6 to 9, are prohibited with a maximum weight of 1 ounce (28 grams). MUST meet FITASC/NSCA standards.



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Note: Reloaded ammunition is acceptable, provided it meets FITASC/NSCA specifications.

Competition Format

Scheduling

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

This Sport will take all day to run, usually from 0900 hours to 1830 hours, depending on the number of squads entered. Trap will be held following the Skeet event.

The 16 yard event will start at 0900 hoursThe 22 yard event will follow (usually around the lunch break, depending on the number of trap fields being used). After the 22 yard event is concluded, the Doubles event will start. At the conclusion of the Doubles event, all shoot offs will be held. Usually the shoot off's start with doubles since the traps are set up for this event.

Squadding of the teams and individuals will be done the day prior to the Trap competition or with the WPFGE Director and Trap Coordinator at the Bracketing meeting. Members of a 5-person team will shoot together throughout the event. Individual shooters will be grouped together to form additional squads.

The draw shall be made in an unbiased manner. Names of squads will be placed in a container and drawn by a disinterested party with team representatives (as many as possible) being present, or by the WPFGE Director and Trap Coordinator during the Bracketing meeting.

The first draws shall be placed in the 0900 hours time slot. When using 8 fields, squads drawn into odd numbered slots (1, 3, 5, 7, etc...) will use the odd numbered Traps (1, 3, 5 & 7) and squads drawn into even numbered slots (2, 4, 6, 8, etc...) will use the even numbered Traps (2, 4, 6 & 8). The other squads will follow every 12 to 15 minutes depending on how fast the previous squads shoot. For the 22 yard event, squads drawn into odd numbered slots go to even traps and squads drawn into even numbered slots use the odd numbered traps.



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When a team is missing a shooter at their scheduled time, the team will be moved to the end of the squadding sheet. If at that 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 should be on-site one (1) hour prior to their scheduled time to help move the event on in an orderly/timely fashion.

Scoring / Judging

Singles: Aggregate score

Team: The team score is the aggregate of the team member's individual scores.

All Trap Events: A competitor's total aggregate score of their 16, 22 yard and Doubles events. A competitor must compete in the 16, 22 yard, and Doubles events to be eligible for All Events.

Awards

Medals are awarded First through Third Place (1st3rd).

Sport Rules

WPFPG follows [ISSF Trap Rule](#) & [Trap ATA Rulebook](#)

Where conflicts between ISSF/ATA guidelines and WPFPGF rules occur, always use WPFPGF rules.

Classifications

Shooter classifications will generally follow the ISSF/ATA guidelines for determining classification, with the exception that the WPFPG only offers three categories for competition, A, B, and C divisions.

Competitors and teams will be placed in these divisions based on the following criteria:



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16 Yards:

- An ISSF/ATA average of 94.00 or higher will shoot in A Division.
- An ISSF/ATA average of between 88.0 and 93.99 will shoot in B Division.
- An ISSF/ATA average of less than 88.0 will shoot in C Division

22 Yards:

- An ISSF/ATA average of 88.00 or higher will shoot in A Division.
- An ISSF/ATA average of between 80.0.0 and 87.99 will shoot in B Division.
- An ISSF/ATA average of less than 80.0 will shoot in C Division

Doubles:

- An ISSF/ATA average of 89.00 or higher will shoot in A Division.
- An ISSF/ATA average of between 82.0 and 88.99 will shoot in B Division.
- An ISSF/ATA average of less than 82.0 will shoot in C Division

For 16 Yard, 22 Yard, and Doubles:

- Competitors who do not have a current ISSF/ATA average card, but have previously competed in the World Police and Fire Games will be assigned to A, B, or C Division based on their previous performance in these events. This includes competitors who have competed in B Division and won medals with a score that would qualify them for A Division or C Division and won medals with a score that would qualify them for A or B Division.

If competitors do not possess a current ISSF/ATA average card or who have not previously competed in the World Police and Fire Games will be assigned to A, B, or C Division based on the following:

- The competitor will be classified on the 100 Individual Event targets in each specific event. The high and low scores will be disregarded, 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 below listed Divisions. The Classification that is established will be used from that point forward or until the competitor obtains a current ISSF/ATA average card.



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- Competitors who do not possess a current ISSF/ATA average card and who previously qualified for A, B, or C Division may be reclassified if their scores for the 2 previous World Police and Fire Games events in which they competed would qualify them for the specific division.
- Known ability – If a competitor or team is known to qualify for either A, B, or C Division based on witnessed past performance they will be placed according to that ability.
- 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 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 or team 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 or team 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 variances to classification must be approved by the WPFGF Federation Director for Trap.

All Trap Events

- A combined ISSF/ATA average of 271.00 for all events will shoot in A Division
- A combined ISSF/ATA average between 250.0 and 270.99 for all events will shoot in B Division
- A combined ISSF/ATA average of less than 250.0 in all events will shoot in C Division.

Team Classification

Classification for team events shall be the combined average of team members' scores carried to the second decimal place and then divided by 5. Standard rounding procedures will be used to calculate the team's average. Calculate the average to 3 digits and rounding to the 2nd digit.



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Shoot-Off Rules for Ties

Unless mutually agreed upon by all competitors involved in a tie, ties for medal positions will be resolved using the ISSF method of shootoffs.