

RIFLE – AIR (10-METER) – 2025 - Page 1

GUIDING BODIES

World Police & Fire Games Federation (WPF GF)

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International Shooting Sport Federation (ISSF)

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Tele. +49.89.544.3550 FAX +49.89.544.35544

Website: www.issf-shooting.org Email: munich@issf-shooting.org

National Rifle Association (NRA) (International Pistol Rules)

11250 Waples Mill Rd, Fairfax, VA 22030 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 WPF GF Director for Air Rifle.

EVENTS

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.

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

Entry Deadline: June 25, 2025

Active competitors from police and fire 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 across country lines.

RIFLE – AIR (10-METER) – 2025 - Page 2

EQUIPMENT

Targets: ISSF/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: 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 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.

GENERAL SPORT RULES for Air Rifle

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.

SCHEDULE: *For the purpose of scheduling venues for all rifle events, the order of events will be Air Rifle, followed by Small Bore Rifle, followed by Large Bore Rifle.*

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."

With an electronic and results system being used, the averages listed below will be used to establish WPFGE Classification:

- Master 99.10 and above

RIFLE – AIR (10-METER) – 2025 - Page 3

- Expert 94.00 to 99.00
- Sharpshooter 89.00 to 93.90
- Marksman 88.90 or below

Any competitor without an established WPFGB 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 the tournament. A competitor will enter a tournament under their current 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) successive WPFGB events. Master classifications and scores shall become obsolete if the competitor does not fire in WPFGB competition at least once during five (5) 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 classification 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 of 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 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

RIFLE – AIR (10-METER) – 2025 - Page 4

“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
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 minimum of four (4) sightings targets will be provided for each course of fire.

A fifteen (15) minute preparation period will be followed immediately by the courses of fire.

- Preparation Period
 - No Shooting
 - 10 minutes
- Competitive Stage (Standing)
 - 60 Shots
 - 75 minutes

AWARDS

A maximum of 20 sets of medals (1st through 3rd place) will be required. WPFGEF will advise you of the number of sets needed based on total entries, plus a reasonable margin.

ATTENTION COORDINATORS

**THE WPFGEF GENERAL RULES APPLY TO ALL SPORTS.
YOU MUST BE FAMILIAR WITH ITS CONTENTS.**

**PRECISE RESULTS MUST BE FORWARDED
TO THE HOST COMMITTEE IMMEDIATELY FOLLOWING THE
CONCLUSION OF THIS SPORT**

The WPFGEF Director assigned to your sport is knowledgeable and experienced in providing assistance during the preparation and running of the sport. Questions, a detailed accounting of your preparations and any area requiring approval of the WPFGEF shall be submitted in a timely manner to this WPFGEF Director.

The WPFGEF Directors want to work with you to make your sport a success.

PLEASE USE THE WPFGEF DIRECTORS AS A RESOURCE.