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GUIDING BODIES:

World Police & Fire Games Federation (WPF GF)
7944 Convoy Ct., San Diego, CA 92111 USA
Tele: (858) 571-9919; Email 4info@cpaf.org

International Shooting Sport Federation (ISSF)
Bavariaring 21, D-80336, Munchen, Germany
Fax +49.89.530.9481

Amateur Trapshooting Association (ATA)
601 W. National Rd, Vandalia, OH 45377 USA
Tele: (513) 898-4638; Fax: (513) 898-5472

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

EVENTS:

INDIVIDUAL: UNISEX

A Division
B Division
C Division
Women's

16 Yard- Each shooter attempts 100 clay birds
22 Yard- Each shooter attempts 100 clay birds
Doubles- Each shooter attempts 100 clay birds thrown two at a time
All Trap Events

NOTE: Women may enter A, B, C or Women's Division. If fewer than 5 women enter the Women's Division, the Women's Division will be cancelled, and the shooters will have the option of competing in one of the unisex divisions or withdrawing. Women shooting for the High Overall Women's competition must enter the Women's Division of the individual events.

5-PERSON TEAM: UNISEX

A Division
B Division
C Division

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16 Yard
22 Yard
Doubles

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 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.

Entry Deadline: June 20, 2025

EQUIPMENT:

ISSF/ATA score sheets

Targets: Clay pigeons. Should 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 ($1\frac{1}{8}$) ounces.

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. Any load with a velocity greater than 1290 FPS (Feet Per Second) with maximum shot charge of $1\frac{1}{8}$ ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of $\frac{7}{8}$ ounces or less, as measured in any individual shotshell.

NOTE: Reloaded ammunition is acceptable, provided it meets ATA specifications.

SCHEDULING:

This sport will take all day to run, usually from 0800 hours to 1830 hours, depending on the number of traps available and squads entered. Trap will normally be held following the Skeet event.

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The 16 Yard event should start at 0800 hours. The 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-offs 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 WPF GF Director and Trap Coordinator at the Bracketing Meeting. All members of a 5-person 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 WPF GF Director and Trap Coordinator during the Bracketing Meeting.

The first draws shall be placed in the 0800 hours' time slot. When using 8 fields, squads drawn into odd numbered slots (1,3,5,7, etc.) will use the odd numbered Traps and squads drawn into even numbered slots (2,4,6,8, etc.) will use the even numbered Traps. 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 vice versa.

If a team is missing a shooter at their scheduled time, the team will be moved to the end of the squad 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 for the Individual Event only.

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.

CLASSIFICATIONS:

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

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

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16 Yard:

- 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 Yard:

- An ISSF/ATA average of 88.00 or higher will shoot in A Division
- An ISSF/ATA average of between 80.0 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

Competitors who do not have a current ISSF/ATA average card but have previously competed in the WPFPG will be assigned to A, B or C Division based on their earlier 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 have a current ISSF/ATA average card or who have not previously competed in the WPFPG 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 Divisions listed above. The classification that is established will be used from that point forward or until the competitor obtains a current ISSF/ATA average card.
- Competitors who do not have 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 WPFPG events in which they competed would qualify them for a specific division.
- **Known Ability**-If a competitor or team is known to qualify for either A, B or C Division based on witnessed last performance, they will be placed in according to that ability.
- **Competing in a Higher Class**-Any individual or team may choose, before firing, to compete in a higher classification than the one in which classified.

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Such individual or team must fire in such higher class for the duration of 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 WPF GF Director stating all essential facts. Any such appeals must be filed prior to the start of competition. The WPF GF 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 WPF GF Director stating all essential facts. Any such protests must be filed prior to the start of competition. The WPF GF Director will make the final determination as to the classification.

Any variances to classification must be approved by the WPF GF 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.

SCORING:

Singles: Aggregate Score

Team: The team score is the aggregate of the team members' individual scores

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

SHOOT OFF RULES FOR TIES:

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

The scores for all competitors are kept by the WPF GF for data entry. The Sport Coordinator is responsible for the MANDATORY SUBMISSION of all scores in this sport to the WPF GF Director for Trap. This should be done immediately upon the conclusion of the event and in no case later than the conclusion of the WPF G.

AWARDS

A maximum of sixty-one (61) sets of medals (1st through 3rd place) will be required. WPF GF will advise you of the number of sets needed based on total entries, plus a reasonable margin.

ATTENTION COORDINATORS

**THE WPF G 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 WPF GF 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 WPF GF shall be submitted in a timely manner to this WPF GF Director.

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

PLEASE USE THE WPF GF DIRECTORS AS A RESOURCE.

