

WPFG ABRIDGED RULES - TRAP - Page 1

GUIDING BODIES:

World Police and Fire Games Federation (WPFGE)
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Amateur Trapshooting Association (ATA)
601 W. National Road, Vandalia, OH 45377
Tele. (513) 898-4638 FAX: (513) 898-5472

EVENTS:

INDIVIDUAL: UNISEX

16 Yard	"A", "B," "C" & Women's Division
22 Yard	"A", "B," "C" & Women's Division
Doubles	"A", "B," "C" & Women's Division
All Trap Events	"A", "B," "C" & Women's Division

NOTE: Women may enter A, B, or C Division or the Women's Division. If fewer than 5 women enter the Women's Division, the Women's Division will be canceled 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

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.

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EQUIPMENT

Shotguns: Provided by competitor, this is a twelve gauge event open to all guns of 12 gauge or smaller.

Ammunition: Meets ISSF/ATA standards, provided by competitor. [Reloaded ammunition is acceptable; provide it does not exceed ISSF/ATA specifications.]

SCHEDULING

The 16 yard event should start at 0800 hours. The 22 yard event will follow. 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.

Squadding of the teams and individuals will be done the day prior to the Trap competition or with the WPGF Director and Trap Coordinator at the Bracketing meeting. All 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.

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 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 WPGF 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:

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 80.00 and 87.99 will shoot in B Division.
- An ISSF/ATA average of less than 80.0 will shoot in C Division

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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 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.
- 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 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 or team 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 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 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.

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All Trap Events:

- A combined ISSF/ATA average for the 16 yard, 22 yard, and doubles event of 271.00 or higher will shoot in A Division.
- A combined ISSF/ATA average for the 16 yard, 22 yard, and doubles event of between 250.0 and 270.99 will shoot in B Division.
- A combined ISSF/ATA average for the 16 yard, 22 yard, and doubles event of less than 250.0 will shoot in C Division.

Team Classification:

Classification for team events shall be the combined average of team member's scores, carried to the second decimal place (i.e. - .95.25) 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, and if the 3rd digit is greater than or equal to 5, then the 2nd digit will be rounded up.

SCORING

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.

16 yard Event: Each shooter attempts 100 clay birds

22 yard Event: Each shooter attempts 100 clay birds

Double Event: Each shooter attempts 100 clay birds

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 shoot-offs.