

**The WPFG intends to organize this shooting competition that will not turn into an equipment race. Police Action Pistol (PAP) shooting events require the use of practical handguns and holsters that are truly suitable for police duty. No “competition” equipment is permitted in PAP matches since the main goal is to test the skill and ability of the individual, not equipment or gamesmanship.**

### **GUIDING BODIES**

World Police and Fire Games Federation (WPFGF)  
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PO Box 972; Oakville, ON; Canada L6J 9Z9  
Tele: 905.849.6960; Fax: 905.842.4323  
Web-Site: [www.ipsc.org](http://www.ipsc.org) E-Mail: [info@ipsc.org](mailto:info@ipsc.org)

Note: If there are any questions about weapons or rules, contact the WPFGF  
Director for Police Action Pistol.

### **EVENTS**

#### **INDIVIDUAL**

Revolver DUTY Class:

Male: Open and Grand Master (50+)  
Female: Open and Grand Master (50+)

Semi-Automatic DUTY Class:

Male: Open and Grand Master (50+)  
Female: Open and Grand Master (50+)

Competitors may shoot only one class of gun; either Revolver or Semi-automatic, for both Individual and Team events (for example, if a competitor starts out shooting a revolver, he/she must use a revolver in both the Individual and Team events).

#### **TEAM; 4 PERSON UNISEX:**

Revolver 4 Person Team  
Semi-Automatic 4 Person Team

NOTE: Competitors must shoot the Individual Event to be eligible to shoot the Team Event.

## **EQUIPMENT**

Targets: Use as many **Metallic Targets** (an all steel course is best) as possible in the different stages. USPSA/IPSC approved targets only. See IPSC Rule 4.1

## **SCHEDULING**

The range is needed for 3 consecutive days (Monday & Tuesday for Individual events, and Wednesday for the Team events) since Pistol-P.P.C. is usually scheduled Thursday through Saturday.

## **SCORING**

Police targets will be used and a minimum of 2 hits per paper target is mandatory. Each course of fire will be run against time. Each miss (less than 2 hits on a paper target or a metal target not down) or a hit at a non-shooting target will be a penalty of 30 seconds. This time penalty will be added at the final scoring of the competitor.

The team score will be an aggregate of all team members' scores.

## **GENERAL SPORT RULES for Pistol - PAP**

Current IPSC rules shall apply to this match, with the exception of the awards formula and the eligibility of competitors. These areas will be governed by WPFG rules and regulations. Where there is a conflict between IPSC rules and WPFG rules always use WPFG rules.

## **WEAPONS, HOLSTERS, AMMO CARRIERS & AMMUNITION:**

1. WEAPONS: NO MODIFIED WEAPONS CAN BE USED IN THIS SPORT **IT MUST BE A FACTORY MANUFACTURED WEAPON WITH NO INTERNAL OR EXTERNAL MODIFICATIONS.**

- A. Be semi-automatic for pistols; revolvers trigger must have a single and double action capability
- B. Can be single action, double action, double action only, or safe action (when the trigger is pulled, the hammer/striker is cocked and then released).
- C. Be 9mm (9x19) .38 special or larger caliber.
- D. Fit in the IDPA gun test box measuring 8 3/4" x 6" x 1 5/8" with an empty magazine inserted.
- E. Trigger pull must be 5 pounds (2,27 kg) for first shot
- F. Only fixed sights (or sights blocked during the competition)
- G. Seven and eight shot revolvers are permitted, but may only load six (6) rounds.

**HOLSTERED SEMI-AUTOMATIC PISTOLS:** Loaded single-action semi-automatic pistols with a round in the chamber will be holstered with the safety on "safe". Loaded double-action semi-automatic pistols, with a round in the chamber, will be holstered with the hammer lowered to the uncocked position

**2. Holsters:**

- A. Must be designed for duty carry and suitable for all day continuous wear.
- B. Must be worn on a standard belt of no more than 1 ¾” width that must pass through the belt loops on the shooter’s pants. No tie-down rigs (SWAT gear) or similar type gear, and holsters will be at hip level.
- C. Must fully cover the trigger and the barrel of the firearm.
- D. The muzzle of the handgun cannot point further than 1 meter (3.28 feet) behind the competitor’s feet while standing relaxed.
- E. Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without fear of losing the weapon. A test can be directed on the range.
- F. Max distance of handgun and mags/speed loaders from torso: 50 mm
- G. IPSC rule 5.2.3.1 for female competitors is accepted.

**3. Magazine carrier must:**

- A. Be designed suitable for all day continuous wear.
- B. Be worn on a standard belt of no more than 1 ¾” width that must pass through the belt loops on the shooter’s pants.
- C. Hold the magazine with enough tension to allow it to be turned upside down and retain a fully loaded magazine.
- D. Cover 2” of the magazine as measured from the top of the cartridge rim down the back flat of the magazine tube.

**4. AMMUNITION**

The competitor shall provide the required ammunition. There will be no major/minor power factor.

Revolvers and semi-automatics may use factory or reloaded ammunition, with either round nose lead, semi-wadcutter, jacketed hollow points or jacketed soft point bullets. No wad cutters or mid-range (reduced energy) ammo can be used. Reloaded ammunition shall conform to the requirements for factory ammunition and may be subject to a minimum power factor test.

The knock down and drop steel targets will be set for 9mm, 125-grain bullets. If there is any conflict with the above rules, the WPGF Director for Police Action Pistol will make the final ruling.

**NOTE:** If there is any conflict with the above rules regarding weapons, holsters, ammo carriers or ammunition, the Range Master, Sport Coordinator and WPGF Director for Police Action Pistol will make the final ruling.

**COURSE OF FIRE:**

The Course of Fire will be determined by the range being used and equipment available to the Host. The following is an example of a type of course of fire that is desired. It may differ significantly from Games to Games.

**There will be five (5) to six (6) courses/stages of fire for the Individual Event.**

**EXAMPLE OF DESIRED COURSE OF FIRE:**

**STAGE #1:** 15 YARDS - Competitor will exit car, using door for cover, kneeling position, fire 2 shots at 3 targets.

10 YARDS - Competitor will go to designated barricade, kneeling position, fire 3 shots at 2 targets right handed.

10 YARDS - Competitor will go to left side of barricade, kneeling position, fire 3 shots at 2 targets left handed.

**NOTE:** Time will start with competitor's hands on the steering wheel and time will stop upon the last shot. Penalties will be assessed for extra shots; 10 points will be subtracted from overall score for each extra shot.

**STAGE #2:** 12 YARDS - Competitor while standing behind a wall will move out from the wall to engage 3 targets on the right side of the wall.

12 YARDS - Competitor will then move to the left side of the wall and engage 3 more targets.

**NOTE:** These targets will be “knock down” type and “no shoot” targets where competitor has to make a choice. If competitor hits “no shoot” targets, a 10 second penalty will be added to his overall score.

**STAGE #3:** 25 YARDS Competitors will shoot 24 rounds at turning targets in the following order;  
STRING 1 6 Rounds in 12 seconds  
STRING 2 6 Rounds in 10 seconds  
STRING 3 6 Rounds in 8 seconds  
STRING 4 6 Rounds in 6 seconds

**SHOOTING WILL START WITH GUN OUT, 2 HANDS, LOW READY POSITION WITH THE BARREL TOUCHING THE SHOOTING BENCH.**

When targets turn to shooters, shooters will shoot in allotted time.

**STAGE #4:** 15 YARDS Competitors will attempt to knock over 12 steel pie plate targets.

**NOTE:** Time will start with competitors hands down to his side. Time will end when all 12 targets are down. If any targets are still standing after the shooter has run out of Ammo, then a 10 second penalty will be added or subtracted for each pie plate standing on the overall score.

**TEAM EVENT COURSE OF FIRE:**

The team Course of Fire will be similar, except all four team competitors will shoot together as a team. Each team member will shoot a separate part of a stage event. The team score will be an aggregate of all team members' scores. **There will be a minimum of four (4) courses/stages for the Team Event.**

**PRACTICE:** There will be no practice by any PAP competitor after the course is set up.