

2016 DOD WARRIOR GAMES: SHOOTING

2016 DoD Warrior Games Shooting Rules follow the 2016 International Paralympic Committee (IPC) Rules except where modified and is the governing document.

1. **AIR PISTOL AND AIR RIFLE DISABILITY/CLASSIFICATIONS:**

1.1. Classification **OPEN**.

- PTSD/TBI with minimal or no physical impairments.
- Minimal static balance issues.
- Orthopedic injuries resulting in minimal physical impairments.
- Tremors that do not result in loss of strength.

1.2. Classification **SH1**.

- Spinal Cord Injury- Paraplegia (The loss of motor or sensory function in lower extremities).
- Single or bilateral amputations in lower extremities.
- Combination of loss of strength and flexibility in the ankle, knee, or hip joints.
 - Minimum of 40% Loss of mobility in the ankle, knee, or hip joints.
 - Minimum of 40% Loss of flexibility in the ankle, knee, or hip joints.
- May use a wheelchair due to balance or standing/walking ability.
- Shooters in this category that also have an upper body impairment that impacts their ability to load their own equipment and may ask the competition director to allow for their assistant to load the weapon during competition.

1.3. Classification **SH2**.

- Upper body impairments causing the shooter to be unable to support the weight of the air rifles with their arms, and therefore requiring a spring stand.
- Single or bilateral amputations in upper extremities.
- Spinal cord injury - Tetraplegia (Is also referred to as quadriplegia and includes partial or total loss of use of all limbs and torso and usually involves both sensory and motor).
- Combination of loss of strength and flexibility in the wrist, elbow or shoulder.
 - Minimum of 40% loss of mobility in the wrist, elbow, or shoulder joints.
 - Minimum of 40% loss of flexibility in the wrist, elbow, or shoulder joints.

1.4. Classification **SH3 Visually Impaired (VI)**

- Shooters with a best practical bilateral eye correction visual impairment of 20/200 or worse.
- Shooters must provide supporting documentation of official eye examination performed by a licensed optometrist or ophthalmologist (eye surgeon) which specifies the vision/visual acuity for each eye and both eyes combined and must be documented on visual form found on page J-15.



2. SHOOTING EVENTS (MATCHES):

- 2.1. Air Pistol
 - 10M Air Pistol – Open category
 - 10M Air Pistol – SH1 category
- 2.2. Air Rifle Prone
 - 10M Air Rifle Prone – Open category
 - 10M Air Rifle Prone – SH1 category
 - 10M Air Rifle Prone – SH2 category
 - 10M Air Rifle Prone – SH3 category
- 2.3. Air Rifle Standing
 - 10M Air Rifle Standing – Open category
 - 10M Air Rifle Standing – SH1 category
 - 10M Air Rifle Standing – SH2 category

3. GENERAL SHOOTING RULES:

- 3.1. Start Rights: Each team is allowed up to 20 start rights in the shooting competition and does not include those competing for Ultimate Champion.
- 3.2. There must be a minimum of four competitors in a match for the match to be contested.
- 3.3. Uniforms: Shooting clothing/apparel and equipment and will be reviewed/inspected prior to the shooting match to ensure compliance with the shooting match rule.
- 3.4. Blindfolds: Visually Impaired (VI) shooters will compete in a separate classification than sighted shooters. In the spirit of fairness, all VI shooters will wear blindfolds and will, therefore, shoot with a audio sighting. This blindfold can be either a sleep mask or wraparound glasses or goggles and will be checked by the judge before and during the competition
- 3.5. Air pistol rules:
 - 3.5.1. Open: The air pistol is held with one hand in the standing position.
 - 3.5.2. SH1: The air pistol is held with one hand. The shooter is standing unless disability has impacted balance, stability, or strength in the lower extremities and then a wheelchair or other seat may be used.
- 3.6. Air rifle prone rules:
 - 3.6.1. Open and SH1:
 - The shooter will be seated, and may rest both elbows and lean the torso against the bench or a table on the firing point for stability (see IPC rules).
 - Shooters may use a sling to support the weight of the air rifle.
 - Shooters with upper limb deficiency are allowed to hold the air rifle with normal prosthesis, as long as the prosthesis does not grip the air rifle and does not have a fixed elbow.

3.6.2. SH2:

- If the shooter is unable to support the air rifle, the air rifle will be supported by a spring stand (see IPC rules).
- Spring stands may be tested by range officials to determine if the spring stand meets IPC rules.
- The shooter will be seated and may rest both elbows and lean the torso against the table or chair on the firing point for stability.
- Upper arms must not touch the table.
- Additionally, a sling is not allowed if using a spring stand.

3.6.3. SH3 VI:

- VI shooters use electronic shooting.
- Distance: 10M
- Adaptation: Air rifle is fitted with a special scope, which resembles a normal telescopic scope. The scope contains electronics which converts the amount of light it receives into a varying pitch tone.
- Target: The target is white in the center, darkening to shades of gray until black at the outside, and is illuminated with a bright lamp.
- Sounds: The sound increases to a higher pitch the closer the shooter gets to the center of the target.
- Shooters follow all standing open rules.

3.7. Air rifle standing Rules:

3.7.1. Open: The shooter will be in the standing position (see ISSF rules).

3.7.2. SH1:

- Shooters will rest one elbow on their hip or ribcage to support the weight of the air rifle.
- The shooter may be standing up or seated.
- If sitting is required, the shooter may not rest any part of the body or arms against a bench, table, chair or wheelchair (see IPC rules).
- The exception to this is for shooters with spinal cord injuries who may contact the back of the chair.

3.7.3. SH2:

- If the shooter is unable to support the air rifle due to injury, the competitor may fire from a stand, bench, or table. The air rifle will be supported by a spring stand that meets IPC rules if the shooter is seated.
- The shooter may be standing or seated. If sitting is required, the shooter may not rest any part of the body or arms against a bench, table, chair, or wheelchair (see IPC rules).
- The exception to this is for shooters with spinal cord injuries who may contact the back of the chair.
- Shooters must clearly and visibly de-shoulder the air rifle in between shots.
- Shooters with arm-amputations are not allowed to hold (touch) the air rifle with the prosthesis in the standing position.



3.7.4. SH3 classifications/category: (VI)

- VI shooters use electronic shooting.
- Distance: 10M
- Adaptation: Air rifle is fitted with a special scope, which resembles a normal telescopic scope. The scope contains electronics which converts the amount of light it receives into a varying pitch tone.
- Target: The target is white in the center, darkening to shades of gray until black at the outside, and is illuminated with a bright lamp.
- Sounds: The sound increases to a higher pitch the closer the shooter gets to the center of the target.
- Shooters follow all standing open rules.

4. SHOOTING TOURNAMENT FORMAT:

- 4.1. There will not be a separate category for male and female shooters; that is, awards will not be based on gender.
- 4.2. A shooter may compete in a maximum of two matches and the disability classification/category in which a shooter competes will remain consistent across all air rifle matches.
 - 4.2.1. Example 1: Shooters competing in the SH1 air rifle standing will also compete in the SH1 air rifle prone.
 - 4.2.2. Example 2: Shooters competing in air pistol will follow the air pistol disability/classification group.
 - 4.2.3. Example 3: Shooters competing in the SH2 air rifle matches may also compete in the air pistol SH1 Category provided the shooter can safely load and fire the air pistol without assistance.
- 4.3. All matches shall be fired at a distance of ten meters (10M).
- 4.4. Air pistol/rifle Specifications:
 - 4.4.1. Only USA Shooting competition target grade (not "field" grade) air (compressed air or CO2) single shot air rifles and air pistols with iron sights firing 0.177 caliber soft lead match grade pellets may be used for competition.
 - 4.4.2. AR-15 air rifles are not permitted in this competition.
 - 4.4.3. Correcting lenses and telescopes cannot be attached to the air rifle; any sight not containing a lens or system of lenses is permitted.
- 4.5. Course of fire for the air rifle prone position qualification matches will be 40 record shots completed in 35-minutes.
- 4.6. Course of fire for the air rifle standing qualification matches and air pistol qualification matches will be 40 record shots completed in 50-minutes.
- 4.7. Prior to record shots:
 - 4.7.1. There will be a 15-minute preparation and sighting period.
 - 4.7.2. All sighting shots must be fired during this period.
 - 4.7.3. Sighting shots during the record firing period are not allowed unless permitted by the range officer.

4.8. Scoring:

- 4.8.1. Decimal scoring is used for all air rifle qualification events.
- 4.8.2. Integer (whole ring scoring) is used for all air pistol qualification matches.
- 4.8.3. Decimal scoring is used for all finals.
- 4.8.4. Electronic systems such as Megalink's may be used and is dependent on availability http://www.megalink.dk/index.php?option=com_content&view=article&id=28&Itemid=2&lang=en.

4.9. Pellet loader:

- 4.9.1. Only VI and SH2/SH1 shooters with a documented upper body impairment(s) may request a loader from the tournament director.
- 4.9.2. The loader will load the pellets between shots.
- 4.9.3. Loader must not be a coach or used as a spotter.

4.10. Finals competition:

- 4.10.1. Finals will be conducted for each match using the finals format per Chapter 6.17, 2014 USA Shooting Rules (pages 117-137).
- 4.10.2. The finals consists of two (2) series of three (3) MATCH shots each fired in a time of 150 seconds per series or 100 seconds per series for 50M air rifle prone (3 + 3 shots).
- 4.10.3. This is followed by 14 single MATCH shots each fired on command in a time of 50-seconds or 30-seconds for 50M air rifle prone.
- 4.10.4. Eliminations of the lowest scoring finalists begin after the eighth shot and continue after every two shots until the gold and silver medals are decided. There are a total of 20 Finals Shots.

5. **COMPETITION EQUIPMENT:**

- 5.1. All equipment is subject to inspection at any time and will be reviewed prior to the shooting match in order ensure compliance with the rules.
- 5.2. Equipment: All shooters are responsible for providing the following equipment to include:
 - Air rifles and air pistols
 - Spring stands (if required)
- 5.3. Shooting Apparel:
 - Jackets (Air rifle only)
 - Gloves (Air rifle only)
 - Boots (optional)
 - Pants (Air rifle only)
 - Slings (optional and only if required)
 - Air Rifle fore-end stops
 - Compressed air cylinders or CO2 cylinders/cartridges
 - Compressed air adapters (for filling/refilling) their compressed air cylinders.
 - The USA Shooting Air Cylinder Rule per Rule 6.7.7.1g will be enforced.
 - Any cylinder that is older than ten years, or has no identifiable date, will

not be allowed on the firing line at any time.

- Host Service will provide compressed air and CO2 on the range for the competition only. Please note that this is bulk fill air and CO2 from a tank, not cylinders for individual guns, which cannot be provided by event organizers.
- It is against Transportation Safety Agency (TSA) regulations to fly with individual compressed air cylinders or CO2 cylinders or cartridges. Teams are advised to ship these items in advance.

6. **COMPETITION APPAREL:**

6.1. All air rifle competitors are allowed to wear competition apparel that is legal under the rules set forth by International Shooting Sports Federation (ISSF) as implemented by USA Shooting and the International Paralympic Committee (IPC).

6.2. Amendments to shooting rules for competition apparel

6.2.1. Shooting jacket rule amendments:

- The jackets must be international style (might be called ISSF, ISU, and International – Not American, Conventional, or High Power) Jacket tightness will not be monitored.
- Competitors firing from a sitting position using a table or bench are allowed to wear a jacket longer than cited in the rules; however, he/she must leave the lowest button(s) unbuttoned to compensate.
- For any participants competing while using a wheelchair, their jackets will not be allowed to provide support by resting on their thighs.
- Jacket seam rules will not be enforced.

6.2.1 Other apparel amendments:

- Boot flexor rule will not be enforced.
- The seat pad rule will not be enforced.
- The pointed toes rule will not be enforced
- No separate competition category will be offered for shooters who do not wear international regulation apparel.
- Trousers are only authorized for the OPEN category.

7. **OFFICIALS:**

7.1. The shooting competition staff is responsible for the administration and for conducting the competition.

7.2. Competition staff shall include a tournament director, shooting match director, chief range officer and range officer(s) and such other competition officials as are identified in the rules, including range officers, classification officers, and other staff necessary to properly, safely and effectively administer the competition.

7.3. Shooting competition staff roles and responsibilities for the 2016 DoD Warrior Games:

7.3.1. Tournament director: The tournament director is responsible for



coordinating the shooting competitions.

7.3.2. Shooting match director:

7.3.2.1. Reports to the tournament director. Is responsible for rosters, dissemination of information to shooters before the match begins.

7.3.2.2. Ensures that all competition regulations and rules are properly enforced.

7.3.2.3. Provides rulings on disputes and protests in coordination with the 2016 DoD Warrior Games Ad Hoc Disciplinary Board.

7.3.3. Chief range Officer:

7.3.3.1. Reports to the shooting match director.

7.3.3.2. Acts as the shooting safety officer and is responsible for the safety of shooters, staff, cadre, family and spectators.

7.3.3.3. Responsible for in control of the match site and is responsible for all matters related to conducting the competition

7.3.4. Range officer. Range officers are assistants to the chief range officer and share the responsibilities of conducting the shooting match and safety.