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# Biathlon



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## General Information

### Guiding Bodies

World Police and Fire Games Federation (WPFGF)  
8304 Clairemont Mesa Blvd., # 107, San Diego, CA 92111  
Tele. (858) 57-9919 FAX: (858) 57-11641  
E-mail: [worldgamesinfo@cpaf.org](mailto:worldgamesinfo@cpaf.org)

National Rifle Association, (NRA) (Police Pistol Combat Rules)  
To order rules: 11250 Waples Mills Rd., Fairfax VA 22031 USA.

International Amateur Athletic Federation (IAAF)  
17 rue Princesse Florestine,  
BP 359; MC 98007 Monaco  
Tele: +37.7.93.10.88.88 FAX: +37.7.93.15.95.15  
Web-Site: [www.iaaf.org](http://www.iaaf.org) E-Mail: [headquarters@iaaf.org](mailto:headquarters@iaaf.org)

### Venue

Winnipeg Rifle & Pistol Association

### Entry Deadline

July 15, 2023

### Events List

This sport combines two events; Pistol shooting and Cross Country Running.

Individual:

- Men and Women
  - Age categories: 18 - 29, 30 - 34, 35 - 39, 40 - 44, 45 - 49, 50 - 54, 55 - 59, 60 - 64 & 65+

2-Person Team:

- Men, Women and Mixed



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- Age categories: 18+, 30+, 40+ & 50+

Team members must compete in Individual competition to be eligible to compete on a Team. A competitor may enter both same gender and mixed team events.

Active competitors from police, fire and eligible first responder 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 cross country lines.

### **Medical**

An Emergency Medical Technician (EMT) or similar medical person will be present at all times. Communications will be available at the venue and preparations made in case it is necessary to summon emergency services

### **Facility**

The scoring and registration area will be restricted to officials only.

### **Pistol Range**

The pistol range will have a one mile cross country course directly attached to it and it will be IAAF certified.

All firing will be done from the 25 meter/yard line of a P.P.C. or from a standard 25 meter/yard pistol range. The range will have no less than 10 firing positions. The range will be reserved for no less than one day per 100 competitors.

### **Cross Country Course (1 Mile)**

The course may be run on street pavement and may be hilly with mud, sand, dirt or other hazards but will be approved by the WPFGE Director for the Biathlon.

### **Starting Area**

The starting area and finish area of the running course will be at the pistol range and will be laid out in as close proximity as possible to the range so that it is easily visible to competitors and officials.



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## Sport Equipment

Item	Description
Pistols	Athletes are responsible for bringing their own pistol
Ammunition	Athletes are responsible for bringing their own ammunition
Targets	Full torso silhouette, black in colour. There is a light coloured body target 4 inches (10 cm) wide, at the widest part; and 1 3/4 inches (4.45 cm) wide at the narrow part; and is 30 inches (76 cm) high, this light coloured area is shaped like a British Cricket Bat and is the actual target. The thinnest portion of the target is in the head area. In the center of the head area is a ring 1 3/4 inches (4.45 cm) wide.  The WPFG Biathlon Pistol Target may be found here: <a href="https://alcotarget.com/world-police-fire-games/">https://alcotarget.com/world-police-fire-games/</a>

## Competition Format

### Scheduling

Scheduled for 2 days of competition. See [Sport Schedule](#) for details.

### Bracketing

Point System Bracketing: Competitor time, plus/minus bonus or penalty points.

### Awards

Medals are awarded First through Third Place (1<sup>st</sup> - 3<sup>rd</sup>).

## Sport Rules

### Sequence of running and shooting

Start:

1. One mile run



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2. 12 rounds (6 reload 6) standing without support (Body target)
  3. One mile run
  4. 12 rounds (6 reload 6) standing without support (Body target)
  5. One mile run
- Finish!

Total course: 3 miles and 24 rounds.

### Equipment Check

All shooting equipment shall be inspected by the Equipment Control Official prior to the start of each relay.

### Disqualification

A competitor who arrives late for his/her relay or after the event is over will be disqualified, unless there is an open relay at a later time. No extra relay will be used for late entries or arrivals.

### Firearm and Ammunition Specifications

Only the following firearms are permitted to be used in the Biathlon event:

- Semiautomatic pistols that comply with the NRA rules for Stock Duty pistols. **Rule 3.7.**
- Revolvers that comply with the NRA rules for Stock Duty Revolvers. **Rule 3.6.**

The rules may be found here: [Police Pistol Combat Rulebook](#)

1. Firearms: Firearms will be supplied by the athletes.
  - a. Pistols/revolvers **MUST**
    - i. Have a barrel length not shorter than 105 mm
    - ii. All magazines must be pinned to prevent holding more than 10 rounds
    - iii. Be standard/production model firearms, no modifications to the triggers or sights
2. All ammunition **MUST** be supplied by the athletes.
  - a. The host does not have the ability to sell ammunition on site



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### **Alibis**

This is a no alibi match (such as misfires, malfunctions of the weapon or firing on the wrong target).

### **Exception**

If another competitor fires on your target, you will be awarded points for the highest scoring hits on your target unless the bullet holes from the other competitor may be clearly identified as different.

### **Loaning equipment**

No competitor will loan equipment if it will cause any type of delay.

### **Shooting Sequence**

All competitors will fire in this sequence and no other sequence

#### **First Phase: Twelve (12) Rounds**

A competitor will fire six rounds at the target then reload with six rounds and fire again. After firing this phase, they will return to the running course for their second mile run.

#### **Second Phase: Twelve (12) Rounds**

A competitor will fire 6 rounds at the target then reload with 6 rounds and fire again. After firing this final phase, they will return to the running course for their 3rd and final mile run.

If a competitor fails to fire all 12 rounds of the first or second phase of the shooting sequence and leaves their firing position to start their next mile run, they may return to their firing position

*Exception: If they have run past the FIRST or LAST numbered target on the range.*

- *If that happens, they must continue on the running course and will receive penalty time for the rounds left in the gun (fired or not fired) during each phase.*

### **Shooting Phase One**

#### **Competitor's Safety Equipment, Eye and Ear Protection**

No competitor will be allowed on the firing range without ear and eye protection authorized by the Equipment Control Official. Each competitor will bring their own ear and eye



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protection and they will be checked at the same time that their triggers are weighed and tagged by the Equipment Control Official. Each competitor will wear their ear and eye protectors during each twelve (12) shot phase of the shooting portion of the Biathlon.

If a competitor is found not wearing their ear and eye protectors during any portion of a shooting phase of the Biathlon, they will receive a 60 second penalty for each infraction.

### **Loading and Unloading**

As a competitor arrives at the designated shooting position, he/she will, WITHOUT COMMAND, with total safety, and with the barrel pointed down range aims:

1. Load 6 rounds and fire at will.
2. Upon completion of the first string of 6 rounds, he/she will load another 6 rounds and complete the second string. This will end the first phase of the shooting portion of the Biathlon.
3. At this time the competitor will make sure the weapon is clear with the slide back and the magazine out and empty and placed on the bench or ground with the barrel down range and then continue on the next one-mile leg
4. Penalty time will be added for:
  - a. Unsafe loading and unloading
  - b. Taking shooting gear onto the running portion of the Biathlon:

Competitors failing to adhere to any of the loading and unloading rules and/or take shooting gear (such as amm and/or magazines, etc.) onto the running portion of the Biathlon will receive a 60 second penalty. This will be added to their overall time, for each violation.

### **Magazines**

All magazines are limited to 10 rounds total capacity. All magazines used in the competition MUST have NO more than 6 rounds in each at any one time.

If a competitor is found to have loaded or is loading more than 6 rounds at any one time, a 60 second penalty will be added to their overall time for each violation.

Shooting one hand or two: A competitor may shoot either way.

### **Shooting Stance**



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All shots shall be fired from a standing position with both ARMS EXTENDED and NO support

*Exception: if a competitor wishes to shoot one handed, they may rest one elbow against the stomach and chest cradling their shooting arm.*

If a competitor shoots from the wrong stance at any time during the shooting portion of the Biathlon, such as (prone, sitting, kneeling) or use of support other than their elbow while shooting one handed, they will receive a 60 second penalty for EACH VIOLATION.

#### **Total Rounds Fired Per Competitor**

No competitor will fire more or less than 12 rounds during each of the two phases of the shooting portion in the Biathlon. No competitor will have more than 24 rounds at their shooting position or on their person during any portion of their relay.

If a competitor fires more or less than 12 rounds during each of the two phases of the shooting portion of the Biathlon, they will receive a 60 second penalty added to their overall time for each phase.

### **Shooting Phase Two**

#### **Loading and Unloading**

As a competitor returns to the designated shooting position for the second and final time, he/she will WITHOUT COMMAND and with total safety following all safety rules of phase one and all guidelines of the NRA

1. Load 6 rounds and fire at will.
2. Upon completion of the first string of 6 rounds, he/she will load another 6 rounds and complete the second string.
3. At this time the competitor will make sure the weapon is clear with the slide back and the magazine out and empty and placed on the bench or ground with the barrel down range and then continue on the next one mile leg
4. After firing their final 12 rounds and before returning to the final running phase of the Biathlon, all competitors will adhere to all safety rules as described above.

SHOOTING PENALTIES AND BONUSSES FOR PHASE ONE AND PHASE TWO ARE IDENTICAL  
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## Scoring

### Placing Individual and Team Winners

The fastest overall elapsed time (after penalty and bonus time) in each category will determine first through third place.

### Team

The team event will consist of 2 persons. Individual scores are used to determine team scores. Each team member must compete in the Individual event of the Biathlon to be eligible for the Team event. The aggregate time of both team members will determine the team's placement, after penalty and bonus time.

Example of Mixed Pairs Team Scoring:

Jane Doe	21.51
John Doe	<u>20.16</u>
Total	42.07
Total time: Forty-two (42) minutes and seven seconds.	

Jim Jones	20.19
Jane Jones	<u>20.06</u>
Total	40.25
Total time: Forty (40) minutes and twenty-five seconds.	

First place- The Jones

Second place- The Does

### Scoring Shooting Portion of the Biathlon

1. For each round outside of the body target, (light area, paddle shape) but still inside the torso area of the silhouette, (black area) a 10 second penalty will be added to the overall time.
2. A round missing the black area of the full silhouette OR an unaccountable round will have a 30 second penalty per round added to the overall time.
3. For each round inside or breaking the line around the HEAD-RING a 30 second deduction will be taken from the overall time.



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### Breaking Ties

When two or more competitors or teams have the same numerical score (tie), scores will be ranked in the following order:

- Individual Competitors
  - By the greatest number of X hits on the target
  - By the greatest number of “cricket bat” hits on the target
  - By the fewest number of hits on the black area of the target
  - By the fewest number of misses on the target.