

# USPFC TRAP-2026

## **GUIDING BODIES**

United States Police and Fire Championships (USPFC)  
7944 Convoy Ct., San Diego, CA 92111  
Tele: (858) 571-9919 E-mail: 4info@cpaf.org

Amateur Trapshooting Association (ATA)  
601 West National Road  
Vandalia, OH 45377  
Tele: (937) 898-4638 FAX: (937) 898-5472  
website: [www.shootata.com](http://www.shootata.com)

## **EVENTS**

### **Unisex 18+**

16 Yard-Individual (A & B Division) and Team (5-Person)  
22 Yard-Individual (A & B Division) and Team (5-Person)  
Doubles-Individual (A & B Division) and Team (5-Person)  
All Trap Events-Individual (A & B Division)

**Entry Deadline:** Ask Director

## **EQUIPMENT**

ATA score sheets

Clay pigeons, extras in case of ties

**Shotguns:** Provided by competitor. This is a twelve-gauge event open to all guns of 12 gauge or smaller.

**Ammunition:** Provided by competitor. Ammunition is limited to lead only and must be no greater than #7.5 per venue regulations. Ammunition will be inspected at venue prior to shooting. No ammunition will be available at venue.

## **SCHEDULING**

*For all shotgun events the normal schedule should be Trap, followed by Skeet, finishing with Sporting Clays.*

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.

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The 16-yard event should usually start at 0800 hours, dependent upon range schedule. 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 off's 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 USPFC Director and Trap Coordinator at the Bracketing meeting.

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 USPFC Director and Trap Coordinator during the Bracketing meeting.

The first draws shall be placed in the earliest time slot. Squad 1 goes to the odd Traps (1, 3, 5 & 7) and Squad 2 goes to the even Traps (2, 4, 6 & 8). The other numbered squads will follow ever 12 to 15 minutes depending on how fast the previous squads shoot. For the 22-yard event, the odd squads go to even traps and even squads go to odd traps). In the Doubles event, use four (4) traps, if possible, two (2) for even squads and two (2) for odd squads.

When a team is minus a shooter at their scheduled time, the team will be moved to the end of the squadding sheet. If at this 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 will 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 ATA guidelines for determining classification, with the exception that the USPFC only offers two categories for competition, A & B Divisions.

Competitors will be placed in these divisions based on the following criteria:

- 16 Yard
  - Average of 94.00 or higher will shoot in A Division
  - Average of less than 94.00 will shoot in B Division
- 22 Yard
  - Average of 90.00 or higher will shoot in A Division
  - Average of less than 90.00 will shoot in B Division
- Doubles

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- Average of 84.00 or higher will shoot in A Division
- Average of less than 84.00 will shoot in B Division

For 16 Yard, 22 Yard, or Doubles:

- Competitors who do not have a current ATA average card, but have previously competed in USPFC or the World Police & Fire Games will be assigned to A or B 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.
- Known ability-if a competitor is known to qualify for either A or B Division based on witnessed past performance they will be placed according to that ability.
- Any competitor may request to shoot in A Division

*Any variances to classification must be approved by the USPFC Director for Trap*

If competitors do not possess a current ATA average card or who has not previously competed in USPFC or the World Police & Fire Games will be assigned to A or B Division based on the following:

1. The competitor will be classified on the 100 Individual Event targets in each specific event. The high and low score 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 below. The established classification will be used from that point forward or until the competitor obtains a current ATA average card.
2. Competitors who do not possess a current ATA average card and who previously qualified for A or B Division may be reclassified to A or B Division if their scores or the 2 previous USPFC or World Police & Fire Games events in which they competed would qualify them for the specific division.

All Trap Events:

- A combined ATA average for the 16-yard, 22-yard and doubles events of 268.00 or higher will shoot in A Division.
- A combined ATA average for the 16-yard, 22-yard and doubles events of less than 268.00 will shoot in B Division.

### **SCORING**

Singles: Aggregate score

Team: The team score is the aggregate of the team member's individual scores.

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All Trap Events:	A competitor's total aggregate score of his 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:**

Each shooter will shoot two targets from all positions from the 16-yard line until a rotation has been completed. If a tie still exists after one rotation, then the tied shooters will move back to the 18-yard line and complete a second rotation. If a tie still exists, the shooters will move back 2 yards and complete a third rotation. The format will be repeated until a clear winner exists.

OR

With an agreement between shooters, the "Long Run" method can be used.

### **RESULTS TO USPFC DIRECTOR**

The SCORES OF ALL INDIVIDUAL EVENT(S) COMPETITORS ARE KEPT by the USPFC for data entry into the Classification computer program used from Games to Games. The Sport Coordinator shall be responsible for the MANDATORY SUBMISSION of all Individual event(s) scores in this sport to the USPFC Director for Trap. This should be done immediately upon the conclusion of the sport, and in no case later than 14 days after the conclusion of the Games.

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## **AWARDS**

A maximum of 60 sets of medals (1st through 3rd place) will be required. USPFC will advise you of the number of sets needed based on total entries, plus a reasonable margin.

### **ATTENTION COORDINATORS**

**THE 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 USPFC 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 USPFC shall be submitted in a timely manner to this USPFC Director.

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

***PLEASE USE THE USPFC DIRECTORS AS A RESOURCE.***