



SUMMER IOWA GAMES | AIR GUN

The Iowa Games has teamed up with Adaptive Sports Iowa to offer an air gun competition. This unique competition will feature divisions for the non-disabled as well as the physically disabled athletes.

All rifles and pistols will be of .177 caliber air guns, with pellets propelled by CO2 or compressed air and capable of firing only single shots at a velocity not to exceed 600 feet per second. **No lead pellets allowed.**

Classification of Divisions

Open Division | Non-Disabled: Includes competitors who do not have a permanent physical disability.

Open Division: Includes competitors with PTSD, TBI or orthopedic injuries.

SH1 Division: Includes all competitors with a permanent physical disability (spinal cord injury, leg amputees, and stroke).

SH2 Division: Includes competitors who do not have the ability to support the weight of the rifle with their arms and therefore require a spring stand (upper body injuries and arm amputees).

SH3 Division: Visually impaired competitors.

Shooting Positions

All athletes in Open Division, SH1, SH2 and SH3 will shoot from a seated position (A wheelchair, shooting stool or other seat will be used during the match).

Open Division non-disabled will shoot standing up.

Pistol Position

- The pistol is held in one hand with the ready position at 45°; tables and stands at the shooting line should be positioned to allow the shooter to achieve the ready position;
- The athlete may not rest on a table or any other surface to assist in the shot;
- Arms and side boards of the shooter's chair or table must be removed;
- The non-shooting arm must be at rest and not used for support or create an unfair advantage.

Air Rifle – Prone

Open/SH1: The athlete will be seated and may rest both elbows and lean the torso against the bench or a table for stability (see IPC rules). Athletes may use a sling to support the weight of the rifle.

SH2: If the athlete is unable to support the rifle due to injury, the rifle will be supported by a spring stand (see IPC rules). The athlete will be seated and may rest both elbows and lean the torso against the table for stability.

SH3: In addition to being visually impaired, competitors may be allowed to have adaptations from any of the previous classifications, depending on other existing physical impairments.

Rifle Positions

Chair backrest supports, armrests or rails cannot be used for extra support to the spine.

Prone Position

- The athlete's body may touch the table or the backrest but not both (exceptions are allowed for light touching due to body size);
- Both elbows must be on the table unless prevented by impairment (exceptions for impairments)

Air Rifle – Standing

Open/SH1: Athletes will rest one elbow on their hip or ribcage to support the weight of the rifle. The athlete will be in the seated position, and may not rest any part of the body or arms against a bench, table, chair or wheelchair.

SH2: If the athlete is unable to support the rifle due to injury, the competitor may shoot from a stand, bench or table and the rifle will be supported by a spring stand that meets IPC rules. The athlete will be seated, but may not rest any part of the body or arms against a bench, table, chair or wheelchair (see IPC rules).

SH3: In addition to being visually impaired, competitors may be allowed to have adaptations from any of the previous classifications, depending on other existing physical impairments

Shooting Equipment

- Shooting jackets must end at the lap or seat cushion;
- Seat cushion thickness is limited to 5 cm including compression by athlete's weight;
- Trigger adaptations must be sensory – mechanisms are allowed on a case by case basis, but should be minimized outside the trigger guard;
- Shooting tables can be any shape but must be limited to a 90 cm diameter circle – includes two tables.
- Shooting stools are limited to mid-thigh height of the shooter.

Match Format

- Male and Female athletes compete in the same divisions.
- Adaptive Sports USA standard matches will consist of a qualification round followed by an elimination round.
- The winner of each division is the competitor who is one of eight highest scorers during the qualification round and shoots the higher scores during the single elimination match.

Qualification Round

- Qualification Round: time limit 60 minutes
- Pistol (Open & SH1): 40 shots
- Rifle | Prone (Open, SH1, SH2, & SH3): 20 shots
- Rifle | Standing (Open, SH1, SH2, & SH3): 20 shots

Elimination Round

- Eight finalists shoot 2, 3 shot series in 150 seconds each
- A total of 14 single shots are then fired on command with 50 seconds allotted for each shot
- Single eliminations start after the second single shot (the two, three shot series, then 2 single shots fired on command)
- Shooters are eliminated by cumulative score after every two single shots until two remain.
- Ties between gold and silver are determined by single shots until a winner is determined.

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