



NATIONAL VETERANS WHEELCHAIR GAMES

July 7–12, 2022 • Tempe, AZ



Co-Presented by:

REGISTER NOW AT:
[WHEELCHAIRGAMES.ORG/ATHLETES/REGISTRATION](https://wheelchairgames.org/athletes/registration)



VA

U.S. Department
of Veterans Affairs





Welcome to the 2022 National Veterans Wheelchair Games!

We are very excited to bring the 41st Wheelchair Games to Tempe, Arizona. The team from PVA, VA, and our hosts with the Phoenix VA Health Care System have been working tirelessly to make sure your experience is outstanding. We are confident that all the Veterans will bring the heat to the competition and guarantee that you'll have a cool time!

As we experience the continuation of the COVID-19 Pandemic, we appreciate your patience and support as we implement measures to assure the health and safety for everyone attending the 41st NVWG. For 2022, ALL participants (Veterans, Coaches, Staff, Volunteers, etc.,) must be fully vaccinated with CDC recommended vaccinations, and be up to date with booster doses once eligible in order to attend. Proof of COVID-19 Vaccination and up to date booster(s) is required upon arrival in Tempe.

We are also excited to continue the atHOME events to expand the adaptive sport opportunities we cannot do in Tempe. Also, this is a great way to include those Veterans that are not able to travel to Arizona this summer and have them experience the NVWG in their own way.

The 2022 National Veterans Wheelchair Games Event Guide serves to clarify the Events and Rules for Tempe, Arizona. Additional logistical information is included to help all participants have a successful event.

We look forward to seeing you all in Tempe and celebrating another great year!



VA

U.S. Department
of Veterans Affairs

Dave Tostenrude

Director, National Veterans Wheelchair Games
Department of Veterans Affairs



Jen Purser

Senior Associate Director, Sports and Recreation,
Paralyzed Veterans of America

TABLE OF CONTENTS

The 41st National Veterans Wheelchair Games Event Guide contains critical information for Veterans and Coaches regarding registration, planning, competing and making the most out of the Tempe experience this summer. Additional information will be updated and available at www.wheelchairgames.org or on the NVWG APP to enhance your experience.

Table of Contents	1
NVWG Registration 2022	2
Planning for Tempe	3
New for 2022	6
Schedule of Events	7
2022 NVWG Venues	11
Reference Guide	12
NVWG Competition Info	14
Competition Recommendations	16
Air Pistol, Air Rifle	17
Archery	18
Adaptive Fitness, Adaptive E-Sports	19
Basketball, Boccia	20
Bowling, Disc Golf, Field Events	21
Motor Rally, Power Soccer, WC Rugby	22
Slalom, Softball, Table Tennis	23
Powerlifting, Team Badminton	24
9-Ball	25

atHOME Events:

Cycling, Swimming, Trap Shooting	26
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2022 Exhibition Events:

Curling, Pickleball	27
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If You Have Additional Questions:

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REGISTRATION INFORMATION

COMPLETING THE 2022 NVWG REGISTRATION:

Registration period is Feb 1—April 4, 2022. Get your online registration completed and medical/waiver forms sent in as soon as possible. Important - if attendance is limited, priority will be given based on the order in which completed registrations are received. AND - Event Caps, such as Air Guns, Archery, Softball will also be determined by the order that completed registrations are received. **A completed NVWG Registration is required for Veterans competing in Tempe this summer and/or in any of the atHOME events.**

All athletes, coaches and VA employees attending as caregivers (register as coach) must complete the online registration and submit the registration forms.

IMPORTANT: *If you cannot attend after registration closes, please cancel with our NVWG registration team at NVWGregistration@pva.org.*

Eligibility: Participation is open to Veterans having spinal cord injuries, amputations, multiple sclerosis, or other central neurological conditions. Physical disabilities must be permanent and measurable. All Veterans registering for the National Veterans Wheelchair Games must be eligible to receive care at a VA medical facility. When a Veteran's diagnosis and eligibility to compete is in question, we will refer to the eligibility criteria appropriate for that person to participate in other community wheelchair sports organizations. If there are questions regarding eligibility or classification, please contact Kristie Goedhard at Kristine.G Goedhard@va.gov.

The following documents must be completed, signed, and submitted to:

Kristie Goedhard

41st Wheelchair Games Registration
VA Puget Sound HCS
(Wheelchair Games - Oxbow Campus)
1660 South Columbian Way Seattle, WA 98108

The following forms must be submitted completed:

- VA ID Card. *Do not send 10-10 EZ Form.*
- Physician Clearance (VA Form 0925b; 2 pages)
- Photo Consent (VA Form 10-3203; 2 pages)
- Damage Provisions Signature Page (1 page)
- Waiver and Release of Liability (2 pages)
- Concussion Awareness Information (2 pages)

Online Registration, VA ID Card and Physician Clearance **must be received by April 4, 2022** in order to finalize your registration and secure your events. Any unsigned photo consent, damage provision, waivers or concussion awareness forms must be signed on-site in Tempe in order to be allowed to compete.

Registration is required for both VA caregivers and coaches. Non-VA Caregivers do not need to register. Athletes needing a caregiver must arrange that support on their own. Wheelchair Games Medical Staff is not available to provide attendant support.



PLANNING FOR TEMPE

1. COVID-19 Mitigation: VA and PVA remain committed to honoring our nation's Veterans by ensuring a safe environment to deliver exceptional health care. All participants (Veterans, Coaches, Staff, Volunteers, etc.,) must be fully vaccinated with CDC recommended vaccinations, and be up to date with booster doses once eligible. Proof of COVID-19 Vaccination and up to date booster(s) is required upon arrival in Tempe. Participants including registered Veterans, caregivers, VA staff, non-VA staff, registered volunteers, exhibitors, sponsors and other stakeholders will receive guidance addressing the COVID-19 protocols. This may change up to the beginning of the 41st National Veterans Wheelchair Games in July based on the situation in the country. If attendance limitations are required, those Veterans with completed registrations will be given priority based on the order in which their registration was received.

2. Event Selections:

- You must register for at least (2) events.
- New for this year is the removal of the 5-Event Cap. However, only register for as many events as you can manage. It is your responsibility to be at each event on time. Being late will result in disqualification.
- Consult the "Tentative Event Schedule" carefully. Plan for at least an hour in travel time if you are going between venues. That includes waiting for the bus, getting secured, travel, and then getting off the bus and into the venue. If there are delays because of traffic, we monitor. We'll do our best to accommodate if possible, but there is no guarantee.
- Avoid overcommitting your events and focus on a quality experience.

3. Travel Planning:

- **Hotel Registration:** 41st NVWG Reservation window is open between April 26 - May 26, 2022. Do not try to book reservations or ADA rooms outside of the NVWG registration link. If you have questions, please contact Marisa Ramos at marisar@pva.org or via phone at (202) 416-7709. The room rates for the NVWG Official Hotels are \$96 per night.

Hotel assignments are made by the NVWG. Please refer to the www.wheelchairgames.org website for the list of hotel assignments by team.

Hotel Cancellation Policy: Cancellations must be made directly with the hotel no later than 72 hours prior to your scheduled arrival day and an e-mail sent to PVA meetings (marisar@pva.org). Check-in is 3 p.m. and check-out is 11 a.m.

- **Transportation:** Official NVWG transportation will be available from Phoenix Sky Harbor Airport (PHX) for arrivals July 6, 2022 and departures on July 13, 2022. Any arrival or departure locations or dates outside of those listed cannot be supported by the NVWG. Veteran travel details must be entered into the NVWG Registration no later than June 1, 2022. Individuals not entering their travel information by June 1st will not be guaranteed transportation upon arrival. No NVWG Luggage tags will be provided unless the traveler information is received. Event transportation will be available throughout the week between the NVWG Official Hotels the NVWG venues only.



PLANNING FOR TEMPE

- Durable Medical Equipment (DME) - Requests will be limited to Shower Benches and Commodes. A limited number of Hoyer Lifts will be available. These must be pre-arranged and Veterans must bring their own slings. The type available will be communicated. If another type of lift is needed, the individual must coordinate with a local medical supply company. There will not be equipment available onsite that hasn't been pre-arranged. If individuals require additional equipment or equipment not provided by the NVWG, local medical supply companies will be listed on the NVWG sites: www.wheelchairgames.org or NVWG APP to personally coordinate.
 - Personal Supplies: Make sure to bring at least a 3-Day supply of medications and/or personal care supplies with you on the plane in case your luggage is delayed. The NVWG Medical Clinics will not have replacement supplies or medications available. There are local pharmacies available for you to use if needed in Tempe.
 - Meal Debit Cards: A pre-loaded Visa Meal Debit Card (MDC) will be provided to support Veteran meals beginning for dinner on July 7 through lunch on July 12, 2022. Funds can only be used for food and non-alcoholic beverages. The amount provided on the MDC is based on government per diem rates for Tempe, AZ. A detailed explanation will be provided to each Veteran in the 2022 NVWG Confirmation Package. Veterans need to budget within that allotment and fund their meals on travel days. Additional funds will not be available if spent early. MDC are not provided to coaches or caregivers.
 - Service Animals: Service animal (dogs) only. Pets are not allowed. Individuals are responsible for the care and health of their service animal.
- 4. Training:** When you get to Tempe this summer or beginning the atHOME events, this should not be the first time attempting the event. All of the NVWG events require an amount of physical strength or conditioning in order to participate safely and effectively. The lack of preparation and training will result in poor outcomes, frustration and will put you at risk for injury.
- CRITICAL: Before you start any physical training program, consult with your doctor or VA Therapist for advice and recommendations. With their guidance, develop a training or workout program to prepare.
 - Select events that match your interests and passions. Remember, this isn't about what you do this one week, but rather getting you involved throughout your life.
 - Research the event and get up to date on the rules, equipment and strategies of play.
 - Get your own equipment if possible. You'll do better and be more comfortable with your own.
 - Find local opportunities to get involved and practice. If you are not on a NVWG team, contact David. tostenrude@va.gov or jenniferp@pva.org and we will try to connect you with local opportunities.
 - Set realistic goals to get started and have FUN!



PLANNING FOR TEMPE

5. Planning for Tempe, Arizona

- **Arizona Temperature:** the average temperature in July in the Tempe area is 107. First, all events will be indoors. Next, the transportation areas or other NVWG areas that required waiting outside will be tented and air conditioned to reduce exposure to the heat. It will be important to stay hydrated, bring sunscreen and limit time outdoors. If you have a cooling vest, please bring one.
- **Airlines:** Remember to take off any removeable or control systems off your wheelchair prior to getting on the plane. Take the equipment with you on the plane as a carryon. Read up on the Air Carrier Act before traveling and know your rights. If you experience any damage to your chair while flying, document it and file an incident report with the airlines immediately. A great resource online has a quick summary of the Air Carrier Act and other specific information for travelers in wheelchairs. (<https://wheelchairtravel.org/air-travel/air-carrier-access-act-summary/>). PVA also has resources on their website at: pva.org/airtravel.
- **Hotels:** The team has selected terrific hotels that will support your accessibility. The best strategy of success is do your homework and plan ahead. If you are unfamiliar with staying in hotels, once you get your reservation, reach out to marisar@pva.org and get more information on your room and needs. Find out the layout of the room and bathroom. Set up a mock layout at home and practice. There will be Personal Care Rooms at each hotel that have accessible roll-in showers available for sign-up on an hourly basis. Information on how to sign up for a time slot will be posted in the NVWG APP. Accessible roll-in showers will not be assigned to individuals. Don't forget to pre-arrange DME equipment if needed. All the Tempe hotels are central to restaurants. If you are at the Embassy Suites, there will be NVWG transportation and the hotel provides transportation into the Tempe area. No one will be isolated. However, looking beyond the Games, to guarantee the best experience while travel is do your homework and plan ahead!
- **Excursions:** Tempe and the ASU campus is beautiful and offers some great opportunities to explore. Plan for the heat, and don't hide from it! Every year, the NVWG has been in areas or experienced high temperatures. The benefit this year is that it's a dry heat and no humidity! Check the NVWG sites of www.wheelchairgames.org and the NVWG for routine updates of opportunities. Here are some sites to help your planning:

www.tempetoursim.com

www.mlb.com/dbacks

www.wheelchairtravel.org

www.visitphoenix/diversity-inclusion/accessible-phoenix/

www.visitphoenix.com

www.visitarizona/plan/accessibility

NOTE: Tempe is on the Phoenix Light Rail that goes into the airport and Phoenix. The Arizona Diamondbacks (MLB) will be in town the week of the Games. Don't miss your NVWG events, but if your schedule works and you like baseball, go! (Arizona vs Colorado July 7-10)



1. **All participants (Veterans, Coaches, Staff, Volunteers, etc.) must be fully vaccinated with CDC recommended vaccinations**, and be up to date with booster doses once eligible. Proof of COVID-19 Vaccination and up to date booster(s) is required upon arrival in Tempe.
2. **Novice Veterans:** Any first-time NVWG Veterans who competed in the 2020 NVWGatHOME and/or the 2021 NVWG can select to compete as a Novice in the 2022 NVWG in Tempe.
3. **5-Event Rule Eliminated:** for 2022, the previous 5-event cap is rescinded.
4. **New Medal Event:** Team Badminton - The play will be doubles. Veterans can select their own partner but must share the same class (IA,IB or IC) or a team of (II,III,IV,V). If the Veteran does not a partner, a pool of other single registrants will be made available to select from. Matches will be best of 3-games, the play will be double elimination.
5. **Virtual Events:** Veterans competing in Tempe or those not able to attend in Tempe may select the following events and participate at home. Full NVWG Registration must be completed:
 - Cycling - Between a designated period of time, Veterans will submit the results of up to 4 rides that will be tallied for a total competition distance.
 - Trap Shooting - Competitors will compete atHome and be provided a scorecard that must be certified by a range official after completion of their competition. Each shooter must shoot 50 targets for a base score. They will then shoot another 50 targets and score to determine tie breakers and place.
 - Adaptive Fitness - The competition will consist of completing two Workouts of the Day “WODs.” Both workouts will be revealed in a live online release broadcast.
 - Adaptive E-Sports - Veterans will compete in Tempe or atHOME in a Apex Legions Tournament.
 - Swimming - A date range will be determined in which the swimming competition must be completed. The distances will be 1A/1B/1C - 25y Backstroke, Breaststroke, Freestyle; II,III,IV,V - 50yd Back, Breast, Free; 100yd Free; 200 Free.
6. **Transportation:** Travel information must be provided by June 1, 2022. Only individual’s providing Travel Information will be provided with NVWG Luggage Tags and assured arrival travel support on Wednesday, July 6, 2022.
7. **DME:** DME requests will be limited to Shower Benches and/or Commodes. Limited Hoyer Lifts will be available, participants must bring their own slings. NO DME Equipment that has not been pre-arranged will be distributed.



SCHEDULE OF EVENTS

Subject to Change

TIME	EVENT	CLASSIFICATION	LOCATION
WEDNESDAY, JULY 6			
All DAY	ARRIVALS AND CHECK IN		HOTELS
11A-4PM	EARLY REGISTRATION		SDFC
11A-4PM	EARLY AIR GUNS REGISTRATION		SDFC
11A-4PM	EARLY CLASSIFICATION		SDFC
THURSDAY, JULY 7			
9A-3PM	EXPO / GAMES REGISTRATION		SDFC
9A-3PM	CLASSIFICATION		SDFC
10A - 2P	POWER LIFTING WEIGH-IN		SDFC
1PM	COACHES MEETING		SDFC
	POWER SOCCER CLINIC		SDFC
2PM	NOVICE ATHLETE MEETING		SDFC
3PM	VIRTUAL - OPENING CEREMONIES		SDFC
4PM	ADAPTIVE FITNESS - WARM UP	Drop-In	SDFC - CORE
6:00PM	BASKETBALL	GAMES 1-2-3	SDFC - Maroon, Gold
	POWER SOCCER	GAME 1-2	SDFC - 2-Bay
	PICKELBALL - EXHIBITION	Drop-In	SDFC - 3-Bay
FRIDAY, JULY 8			
8AM	ARCHERY #1		Ability 360
	TABLE TENNIS	V - Novice/Open	SDFC - Maroon
10AM	POWER SOCCER	GAME 3-4	SDFC - 2-Bay
	TABLE TENNIS	V - Masters/Seniors	SDFC - Maroon
10:30AM	ARCHERY #2		Ability 360
1PM	ARCHERY #3		Ability 360
	9-BALL	II	SDFC - MAC
	WC RUGBY	GAME 1v2	SDFC - 2-Bay
	TABLE TENNIS	IV	SDFC - Maroon
3PM	ARCHERY #4		Ability 360
	9-BALL	III	SDFC - MAC
	WC RUGBY	Game 3v4	SDFC - 2-Bay
4PM	ADAPTIVE FITNESS	WOD 1 - (1A,1B,1C)	SDFC - CORE
	PICKELBALL - EXHIBITION	Drop-In	SDFC - 3-Bay
6PM	BASKETBALL	GAMES 4-5,6	SDFC - Maroon, 2-Bay
	BADMINTON	TEAM PARA	SDFC - 3-Bay
	TABLE TENNIS	1A,1B,1C	SDFC - Maroon
	PICKELBALL - EXHIBITION	Drop-In	SDFC - 3-Bay



SCHEDULE OF EVENTS

Subject to Change

TIME	EVENT	CLASSIFICATION	LOCATION
SATURDAY, JULY 9			
8AM	AIR PISTOL #1	BY ASSIGNED TIMES	Ability 360
	9-BALL	1A,1B,1C	SDFC - MAC
	BOCCIA	IV	SDFC - Gold
	TABLE TENNIS	II	SDFC - Maroon
10AM	CURLING	EXHIBITION	Coyote Curling Club
10:30AM	AIR PISTOL #2	BY ASSIGNED TIMES	Ability 360
	9-BALL	IV	SDFC - MAC
	BOCCIA	1A/RAMP	SDFC - Gold
1PM	AIR PISTOL #3	BY ASSIGNED TIMES	Ability 360
	9-BALL	V - NOVICE, OPEN	SDFC - MAC
	CURLING	EXHIBITION	Coyote Curling Club
	BOCCIA	II	SDFC - Gold
	TABLE TENNIS	III	SDFC - Maroon
	WC RUGBY	Game 1v3	SDFC - 2-Bay
3PM	AIR RIFLE #1	BY ASSIGNED TIMES	Ability 360
	CURLING	EXHIBITION	Coyote Curling Club
	BOCCIA	V - NOVICE, OPEN, MASTERS	SDFC - Gold
	WC RUGBY	Game 2v4	SDFC - 2-Bay
5PM	BOCCIA	V - SENIORS	SDFC - Gold
6:30PM	POWERLIFTING		SDFC - 2-Bay, Gold
	POWER SOCCER	GAMES 5-6	SDFC - Maroon
SUNDAY, JULY 10			
7:30AM - 11AM	MOTOR RALLY	Drop-In	Martin's Auto Museum
8AM	AIR RIFLE #2	BY ASSIGNED TIMES	Ability 360
	BOWLING	III	AMF
	BOCCIA	IC	SDFC - Gold
	9-BALL	V - SENIORS	SDFC - Mac
10AM	CURLING	EXHIBITION	Coyote Curling Club
	9-BALL	V - MASTERS	SDFC - Mac
10:30AM	AIR RIFLE #3	BY ASSIGNED TIMES	Ability 360
	BOWLING	IV	AMF
	BOCCIA	IB	SDFC - Gold



SCHEDULE OF EVENTS

Subject to Change

TIME	EVENT	CLASSIFICATION	LOCATION
SUNDAY, JULY 10 (continued)			
1PM	AIR RIFLE #4	BY ASSIGNED TIMES	Ability 360
	BOWLING	V	AMF
	CURLING	EXHIBITION	Coyote Curling Club
	BADMINTON	TEAM QUAD	SDFC - Maroon
	BOCCIA	III	SDFC - Gold
3PM	AIR RIFLE #5	BY ASSIGNED TIMES	Ability 360
	BOWLING	II	AMF
	CURLING	EXHIBITION	Coyote Curling Club
4PM-7PM	DROP-IN AWARDS CEREMONIES		SDFC
4PM	ADAPTIVE FITNESS	WOD 2 (II,III,IV,V)	SDFC - CORE
	DROP-IN AWARDS CEREMONIES		SDFC
	BASKETBALL	Games 7,8,9	SDFC - Maroon, Gold
6:30PM	POWER SOCCER	GAMES 7-8	SDFC - 2-Bay
	BASKETBALL	GAMES 10,11,12	SDFC - Maroon, Gold
MONDAY, JULY 11			
8AM	BOWLING	IA,IB, IC - STICK - HANDLE	AMF
	SOFTBALL	GAMES 1-2	Legacy - Hall C
	FIELD EVENTS	Drop-In	Legacy - Hall C
10:30AM	BOWLING	RAMP	AMF
	SOFTBALL	GAMES 3-4	Legacy - Hall C
	FIELD EVENTS	Drop-In	Legacy - Hall C
12PM	SLALOM	IA,IB, IC	Legacy - Hall A
1PM	SOFTBALL	GAMES 5-6	Legacy - Hall C
	FIELD EVENTS	Drop-In	Legacy - Hall C
3PM	SOFTBALL	GAMES 7-8	Legacy - Hall C
	FIELD EVENTS	Drop-In	Legacy - Hall C
	WC RUGBY	Game 1v4	SDFC - 2-Bay
	POWER SOCCER	GAMES 9 - 10	SDFC - Maroon
4PM-7PM	DROP-IN AWARDS CEREMONIES		SDFC
5PM	E-SPORTS TOURNAMENT	Drop-In	Legacy - Esport Arena
6PM	WC RUGBY	Games 2v3	SDFC - 2-Bay
	SLALOM	IV/V	Legacy - Hall A



SCHEDULE OF EVENTS

Subject to Change

TIME	EVENT	CLASSIFICATION	LOCATION
TUESDAY, JULY 12			
8AM	SOFTBALL	GAME 9	Legacy - Hall C
	SLALOM	MOTOR (HEAD,MOUTH,HAND) (Group 1)	Legacy - Hall A
	DISC GOLF	Drop-In	Legacy - Hall C
9AM	SLALOM	MOTOR (HEAD,MOUTH,HAND) (Group 2)	Legacy - Hall A
10AM	SOFTBALL	GAME 10	Legacy - Hall C
10:30AM	SLALOM	MOTOR (HEAD,MOUTH,HAND) Finals	Legacy - Hall A
12PM	SOFTBALL	CONSOLATION GAME	Legacy - Hall C
1PM	DISC GOLF	Drop-In	Legacy - Hall C
	POWER SOCCER	GAMES 11/12	SDFC 2-Bay
2PM	SOFTBALL	CHAMPIONSHIP GAME	Legacy - Hall C
3:30PM	SLALOM	II/III	Legacy - Hall A
	POWER SOCCER	CONSOLATION GAME	SDFC 2-Bay
4PM-7PM	DROP-IN AWARDS CEREMONIES		SDFC
5PM	CLOSING CEREMONY - VIRTUAL	Drop-In	
5:30PM	BASKETBALL	CONSOLATION GAME	SDFC - Maroon
	POWER SOCCER	CHAMPIONSHIP GAME	SDFC 2-Bay
	WC RUGBY	CONSOLATION GAME	SDFC 2-Bay
7:30PM	BASKETBALL	CHAMPIONSHIP GAME	SDFC Maroon
	WC RUGBY	CHAMPIONSHIP GAME	SDFC 2-Bay
WEDNESDAY, JULY 13			
3AM-3PM		DEPARTURES	

EVENT VENUES



**Main NVWG Administrative
and Sports HUM**
Sun Devil Fitness Complex
400 E Apache Blvd, Tempe, AZ 85281



NVWG Official Hotels
Tempe Mission Palms
60th E 5th St, Tempe, AZ 85281



Air Rifle, Air Pistol, and Archery
Ability360 Center
5031 E Washington St,
Phoenix, AZ 85034

Tempe Residence Inn
510 S Forest Ave, Tempe, AZ 85281



**Softball, Slalom, Disc Golf, Field
Events, Pickleball, and Esports**
Legacy Sports USA
1900 W Chandler Blvd,
Chandler, AZ 85224

Embassy Suites Tempe
4400 S Rural Rd, Tempe, AZ 85282



Motor Rally
Martin Auto Museum
4320 W Thunderbird Rd
Glendale, AZ 85302

Sonesta Select
601 S Ash Ave, Tempe, AZ 85281



Bowling
AMF Tempe
4407 S Rural Rd,
Tempe, AZ 85282



Airport
Phoenix Sky Harbor Int'l (PHX)
3400 E Sky Harbor Blvd,
Phoenix, AZ 85034





EVENT REFERENCE GUIDE

For complete rules and general information on each of this year's sports, please visit or contact the following national organizations. **The National Veterans Wheelchair Games reserves the right to modify the event rules or conditions of play to best fit the program environment and logistics.**

The following National Governing Bodies or National Sport Associations are dedicated to the development of the standards of their respective sports including the advancement of equipment and opportunities. If you are interested in getting further involved in the sport in your home community or beyond, we encourage you to reach out and contact them. Do some research on their sites to see what is going on or ask if they have someone in your home area that could help get you started. The toughest part of anything new is the first step. Go for it!

Adaptive E-Sports

Dave Tostenrude,
Director, NVWG
David.tostenrude@va.gov

9-Ball

National Wheelchair Poolplayers Association
<https://www.facebook.com/National-Wheelchair-Poolplayers-Association-132128663527118>

Air Guns

Shooting Para Sport; USA Shooting
paralympic.org/shooting

Archery

USA Archery
usarchery.org

Adaptive Fitness

Adaptive Training Academy
ata.fit

Basketball

National Wheelchair Basketball Association
nwba.org

Boccia

USA Boccia
www.usaboccia.org

World Boccia

worldboccia.com

Bowling

American Wheelchair Bowling Association
awba.org

Disc Golf

Spotsy Disc Golf Club; Jeff Shattuck
spotsdiscgolfclub@gmail.com

Field Events

Move United
moveunitedsport.org

Motor Rally

Dave Tostenrude,
Director, NVWG
David.tostenrude@va.gov

Power Soccer

US Power Soccer Association
powersoccerusa.org

WC Rugby

United States Wheelchair Rugby Association
uswra.org

Slalom

Dave Tostenrude,
Director, NVWG
David.tostenrude@va.gov

Softball

National Wheelchair Softball Association
wheelchairsoftball.org

EVENT REFERENCE GUIDE

Table Tennis

United States Table Tennis

teamusa.org/usa-table-tennis

Powerlifting

Mary Hodge,

High Performance Manager

disabledpowerlifting.com

Badminton

www.teamusa.org/para-badminton

usabadminton.org

Swimming

Move United

moveunitedsport.org

Cycling

Jen Purser,

Senior Associate Direction, PVA Sports

jenniferp@pva.org

Trap Shooting

Jen Purser,

Senior Associate Direction, PVA Sports

jenniferp@pva.org

EXHIBITION EVENTS

Pickleball

Adaptive/Wheelchair Pickleball

usapickleball.org/.play/wheelchair-pickleball

Curling

USA Curling

usacurling.org



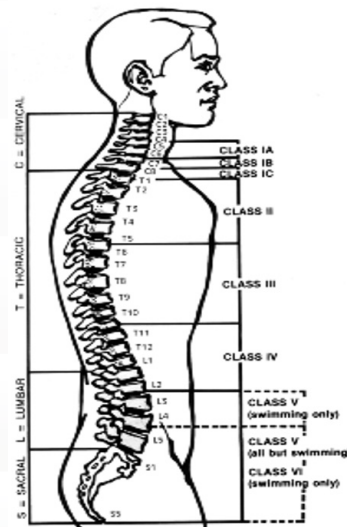
COMPETITION INFORMATION

Critical: All the events at the NVWG require some level of physical exertion (ranging from mild to substantial) to successfully compete. Every Veteran should consult their VA physician and therapist before registering, set up an appropriate training program and then start preparing and keep practicing. Failure to do so could place your health in jeopardy. Competitors compete at their own risk.

In all areas, we attempt to match the community or particular sport standards and rules, but reserve the right to modify the rules to meet the needs of the NVWG.

Classification: For the NVWG, Veteran will compete by an assigned classification reflecting similar degrees of disability and by division reflecting age and experience. Classifications are assigned to each Veteran based on a combination of physical and sports evaluation. This is to ensure fair competition. First-Time Veterans to the NVWG are placed in the Novice Division where all others are placed in Open, Masters or Senior Divisions for all events. For some events, we may combine classification groups in areas where the differences between the combine classes is negligible for the event. (i.e. Class II - III combined for Bowling Manual, Adaptive Fitness, Cycling). In some events, such as Boccia, Table Tennis and 9-Ball, we may break the classes out further to limit the size in brackets to improve the quality of competition.

Athletes who require classification will be given a medical exam and classified to ensure fair competition among those with similar degrees of disability. Quadriplegics will be classified into three classes (IA, IB, IC) and paraplegics into four (II, III, IV, V). Amputees will be classified based on the level of amputation. Disabilities arising from stroke, multiple sclerosis, or other conditions will be classified based on level of impairment.



A physician must complete the Physical Exam Forms (C & D) for an athlete to be eligible to register and compete.

Any application without the required completed forms will be returned and must be resubmitted and received by the registration deadline, April 4, 2022. Classification will be completed during the Early Classification on July 6 from 11 a.m. to 4 p.m. at the Sun Devil Fitness Center, and at the Disabled Sports, Recreation & Fitness Expo on July 7 from 9 a.m. to 4 p.m. at Sun Devil Fitness Center. Air Guns Pre-Classification will be held on both days.

Only competitors with a Wheelchair Games classification that is permanent or less than three years old will be exempt from on-site classification. **Reexamination and reclassification may be performed during the Wheelchair Games at the discretion of the Wheelchair Games Athlete Classification Team.**



Competitive Divisions

Veterans can opt out to compete in the Open Division, but then must remain in that division for all their events. Novice Competitors who competed in the 2020 NVWGatHOME and 2021 NVWG, can choose to remain in the Novice Division for 2022.

Athletes must choose either to compete in the manual or powerchair event in slalom.

Novice: A Veteran who is new to the National Veterans Wheelchair Games. Veteran may choose to bypass and compete in Open or the appropriate age division, but then must compete in all events in that division. For Veterans who competed as a Novice in the 2020 NVWGatHOME or 2021 40th NVWG, they may choose to compete as a Novice in 2022.

Open: A more competitive division for athletes under the age of 45 who have competed in prior Wheelchair Games. Others may self select if they are over the age of 45 and choose to compete in the Open Class in all their events.

Masters: Competitors who are 46-65 years old may compete in the Masters Division, or they may choose to compete in the Open Division.

Senior: Competitors who are 66 and older may compete in the Seniors Division, or they may choose to compete in the Open Division.





COMPETITION RECOMMENDATIONS

The following are recommendations to have the best experience in Tempe!

- Prepare and practice before you get to Tempe. Know your events. Work with your Coaches if you have questions. You can reach out to David.tostenrude@va.gov or Jenniferp@pva.org if you don't have a coach.
- NVWG Event Officials will always explain the rules or conditions of competition before the competition. So, get to your event at least 1 hour in advance of the published start time to get settled in, practice and get your questions answered.
- Events start on time. Failure to be on time, can and in most cases will result in disqualification. If the bus is late, we monitor and will try to accommodate if possible. If you're late getting to the bus, that is not an acceptable reason.
- The order of competition where possible is Seniors, Masters, Open and then Novices. This allows for Novices to observe, ask questions and gives them more time to prepare for their competition.
- During the competition, if there is a question or concern, the Veteran is to address the issue with an NVWG OFFICIAL. The play will stop until a decision is made. If necessary, the NVWG Event Head Official will determine a final ruling and competition will continue. There are no further protest procedures.
- Veterans are responsible to bring their own equipment for competition where appropriate. The NVWG will provide Bowling Ramps, Boccia Ramps, Field Throwing Chairs, Power Soccer Brackets, Disc Golf Discs, and other tools for competition. If Veterans bring their own equipment, the NVWG Event Head Official may check out the Veteran's personal equipment to ensure that event standards are upheld.
 - Veterans cannot use their own Field Event implements.
- Everyone is expected to support an environment that is healthy and supportive. Conduct by anyone that is deemed abusive or has a negative impact on the Veterans experience and anyone's safety will be addressed and may result in disqualification from the event or removal from the NVWG.



EVENTS & RULES

Air Pistol: Limited to 75 Veterans

Air Pistol Competition will consist of shooters who have the ability to safely handle and hold an air pistol with one hand for a 60-shot event. To determine your classification, use the classification guidelines for IPC Shooting Para Sport.

If you have competed in an air pistol shooting event and received a classification card, please submit a copy of the card with your registration or bring it to the NVWG. The competition will involve 60-shots in 75-minutes using Sius Electronic Targets. Preparation and sighting time is 15-minutes prior to the match, with unlimited sighting shots.

Registration in TEMPE (July 7): If registering for an NVWG Air Guns event for the first time, you must complete a shooting evaluation at the Air Rifle/Air Pistol Registration Booth located at the Registration/Expo at the Sun Devil Fitness Center.

Equipment: Shooters may bring their own equipment, but it must meet Shooting Para Sport standards. All personal equipment will be checked. The NVWG Air Guns Head Official has the authority to deny any equipment if it is determined a safety issue. The following standards must be met:

- The air pistol must be 4.5mm (.177 caliber).
- No air pistol producing muzzle velocities above 600 fps will be allowed.
- No air pistol with repeating capability will be allowed.
- Flathead pellets only (will be provided).
- May only be loaded with (1) pellet per shot. Ported barrels and perforated barrels attachments are allowed.

10m Air Pistol Grips: No part of the grip frame or accessories may touch any part of the wrist. The heel rest must extend at an angle 30 degrees to the grip. This applies to the heel rest and/or a downward curvature of the side opposite the thumb is prohibited. The grip must not encircle the hand. Curved surfaces on the grips or frame, including the heel and/or thumb rest, in the longitudinal direction of the pistol are permitted.

All competitors must bring their own wheelchair. A shooter may use his/her own shooting table (according to Shooting Para Sport), but banquet-style tables will be provided.

Important: Shooters must check in 1 hour prior to the event start time. The combined competition time and break between stages will be 2 hours. Veterans using NVWG equipment must provide a driver's license or government ID to procure equipment.

New for 2022: The competition will be by SH1, SH2, SH3 - Division Only. Gender will be combined.

Air Rifle: Limited to 150 Veterans

The Air Rifle Competition will consist of SH1 (competitors who do not use a rifle support stand), SH2 (competitors who need to use a rifle spring-stand), and SH3 (visual impairment). The competition will involve 60-shots in 75-minutes using Sius Electronic Targets.

If you have competed in an air rifle shooting event and received a classification card, please submit a copy of the card with your registration or bring it to the NVWG. To determine your classification, use the classification guidelines for Shooting Para Sport, https://www.paralympic.org/sites/default/files/document/190207132510726_World+Shooting+Para+Sport+Classification+Rules+and+Regulations.pdf



EVENTS & RULES

Prone: Both elbows (not upper arms) must rest on the table or board. The forearms in this position must not form an angle of less than 30 degrees from the horizontal, measured from the axis of the forearm. The chest and/or abdomen may rest on the table or board. Registration in TEMPE (July 7) - If registering for an NVWG Air Guns event for the first time, you must complete a shooting evaluation at the Air Rifle/Air Pistol Registration Booth located at the Registration/Expo at that Sun Devil Fitness Center.

Equipment: Shooters may bring their own equipment, but it must meet Shooting Para Sport standards. All personal equipment will be checked. The NVWG Air Guns Head Official has the authority to deny any equipment if it is determined a safety issue. The following standards must be met:

1. The air rifle must be 4.5mm (.177 caliber).
2. No air rifle producing muzzle velocities above 600 fps will be allowed.
3. No air rifle with repeating capability will be allowed.
4. Flathead pellets only (will be provided).

All competitors must bring their own wheelchair. A shooter may use his/her own shooting table (according to IPC standards), but banquet-style tables will be provided.

Important: Shooters must check in 1 hour prior to the event start time. The combined competition time and break between stages will be 2 hours. Veterans using NVWG equipment must provide a driver's license or government ID to procure equipment.

New for 2022: The competition will be by SH1, SH2, SH3 - Division Only. Gender will be combined.

Archery: Limited to 80 Veterans

The distance will be 18 meters. The competition will consist of 10 timed rounds (2 minutes per round) of 3 arrows per round, total possible score of 300 points. There will be 2 practice ends of 3 arrows prior to the scoring rounds.

World Archery Rules will guide the round. For more information see the official rule book: <https://rulebook.worldarchery.org/PDF/Official/2018-04-01/EN-Book3.pdf>

Equipment: Recurve and Compound

For Recurve Bow, the following CANNOT be used:

- A release aid or any device that removes the fingers from the string.
- Magnifier attached to the bow sight.
- Headsets or communication devices (cell phones; iPods, pagers)

Compound Division: Peak draw weight is 60 pounds. Headsets or communication devices are not allowed.

All equipment is subject to inspection by then NVWG Archery Head Official prior to the competition. Any equipment found out of specification or unsafe will be excluded from the competition. No loaner equipment is available.

New for 2022: The competition will be by Recurve or Compound; Division Only. Gender will be combined.

EVENTS & RULES

Adaptive Fitness:

Includes Both Tempe and atHOME Competition

This is a CrossFit type or Functional Fitness type of event. Training is **STRONGLY RECOMMENDED!** Preliminary practice sessions will be provided leading up to the 2022 NVWG.

Tempe Competitors: The competition will include the completion of (1) Workout of the Day (WOD). This can be attempted multiple times to attempt to improve their score during the week. PLUS - the total weight of the highest lift in the Powerlifting Event. If Veterans do not register for the NVWG Powerlifting Event, they will be able to do the Bench Press at the Adaptive Fitness venue. Their attempts will be limited to (3) to obtain the best score.

atHOME Competitors: A specific timeframe will be given to complete the competition. There will be (2) WODS that will make up the competition. Veterans will submit a video of their WOD to be judged for a score. The link will be provided prior to the event. An instruction video of each workout will be published online. The link will be provided.

For 2022: Competition will be combined classes II-III; IV-V; IB-IC; IA; Gender and Division.

Adaptive E-Sports:

Includes Both Tempe and atHOME Competition

This is a form of sport competition using video games. E-SPORTS often take the form of organized, multiplayer video game competitions between players individually or on teams. Adaptive E-sports considers the person's physical, cognitive and/or psychosocial limitation and modifies the experience to promote maximum participation.

The 2022 game will be APEX LEGIONS, a free-to-play Battle Royale game where legendary characters with powerful abilities team up to battle of fame and fortune. Practice session will be advertised and available. The competition will be conducted online in Tempe and including the atHOME Competitors online. The link and directions will be provided to the atHOME competitors. A Game Director will assist Veterans and address questions.

For 2022: There will be two competition levels: Para Open and Quad Open. Medals to the top three places in each competition.





EVENTS & RULES

Basketball: Limited to 96 Veterans

Rules are determined by the National Wheelchair Basketball Association (NWBA) and are essentially the same as the National Collegiate Association. The 35-second shot clock will not be used. NWBA rules concerning points and play will be followed. There is no double dribbling; a player is entitled to two pushes before he or she must pass, shoot, or dribble again, or a traveling violation is committed. The wheelchair is considered part of the player's body in ruling fouls. All players must remain firmly seated in the wheelchair at all times, not using a functional leg or stump for a physical advantage over an opponent (e.g., rising out of the chair, using the heel of the foot to maneuver the chair). Any infraction constitutes a physical advantage foul (PAF), which is penalized like a noncontact technical foul.

Three levels of player classification are used to achieve team balance: Class I, Class II, Class III. No more than three Class III players are allowed to play together at any time. Women players on a men's team may roster one class level below their actual medical classification level.

The tournament will be a modified double elimination with a third and fourth place playoff and a first and second place playoff. All players on each team must be played for 10 minutes per game. Team size will be targeted to 12 players per team, if possible. Team assignments are final.

Equipment: All competitors must bring their own wheelchairs. Wheelchair footrests must have a roll bar or be padded to protect the floor. Rear push handles and push bars must be padded. All chairs must have a leg strap. The height of the seat rail must be no more than 21". Measurement must be made from the ground to the top of the seat rail bar (highest point) with the player in the chair. All chairs will be measured prior to each game.

For 2022: Medals will be provided to the 1st, 2nd and 3rd place teams.

Boccia:

Boccia will be played as individuals, one-on-one in bracket play. The object of the game is to throw or roll game balls so that they land as close as possible to a target ball, called the Jack. The game begins with a player throwing the white target ball (Jack) on to the court, followed by the same player then throwing one of their colored balls. The opponent then throws, attempting to get closer to the Jack. This continues till the player lands a ball closer to the Jack than the opponent or until they run out of balls. Then the process is repeated by the opponent. When all the game balls are thrown, a referee determines the points awarded to the individual. The closest player receives the number of points equal to the number of balls closer to the Jack than the opponent's closest ball. Players will have four minutes to throw all their balls in a single game. Ramp players will have six minutes to play all their balls.

Each game will have four "ends" or rounds with a fifth if a tiebreaker is required. The player with the most points after will advance to the next round. If possible, depending on the size of the competition bracket, the tournament will be double elimination. The NVWG Boccia Head Official will make the tournament decision.

The game can also be adapted to allow players with functional limitations to use chutes and ramps to place their game balls into play. Ramps will be available for use to qualifying Veterans. Veterans will be Veterans will be eligible to use their personal Boccia Balls if they meet the following criteria. All personal equipment including Boccia Ramps and Boccia Balls will be tested by NVWG Boccia Officials prior to use. Any personal Boccia equipment deemed out of specifications will be disqualified from use and the individual will use the NVWG Boccia equipment. The following equipment specifications must be met:



EVENTS & RULES

- The ball must be allowed to roll under its own weight down a 290mm ramp consisting of a pair of aluminum bars centered 50mm apart.
- The ramp will be set at 25 degrees to the horizontal. When the ball exits the ramp, it must travel at least 175 mm in a straight line along the exit plate. A ball will pass if it exits the device on at least one of three attempts by falling off the exit plate.
- The circumference of the ball should be 270 mm +/- 8mm and will be tested using a BISFed STANDARD template (of thickness 7 – 7.5mm) which contains two holes: one hole with a circumference of 262mm and one with a circumference of 278mm.
- The weight of the ball should be 275 g. +/- 12 g. Each ball will be tested using a scale accurate to within 0.01g.

For 2022: The play will be by Class and Division, while Gender will be included and not broken out. Medals awarded to the top three in each competition.

Bowling:

American Wheelchair Bowling Association rules will be followed. Winners will be determined by counting the total pins attained in three complete games. Averages and handicaps will not be taken into account.

Handle and stick bowling will be allowed for Classes IA, IB and IC. Ramp Bowling will be allowed for bowlers who have been classified as ramp bowlers by the NVWG Classifiers. Ramp Bowlers are divided into two categories: hand control and head/mouth control.

Equipment: General bowling alley balls will be provided and Veterans may use their own bowling balls. A limited amount of adaptive equipment will be available including handle balls and bowling sticks. If a Veteran requires a bowling ball with special sized holes, they'll need to bring their own. Bowling ramps are available for those eligible to use in competition.

For 2022: The competition be by bowling type and combined classes II-III; IV-V; IB-IC; IA: Division and Gender.

Disc Golf: Limited to 72 Veterans, 36 per session

Veterans will compete on a 6-9 hole course. Each Veteran will begin throwing the disc from a "Tee Box" to a target basket. Distances and fairway shapes will vary per hole. Veterans and a "Group Marshal" will keep track of the number of throws taken to get the disc in the hole to get a score. If there is a variation between the Veteran and the Group Marshal, the NVWG Official will be called in to make a determination. The group will then continue. Combining the scores from each hole will determine the Veteran's event score.

Equipment: Disc sets will be provided. Veterans can use their own equipment after approval by the NVWG Disc Golf Head Official.

For 2022: Medals will be provided for 1st, 2nd and 3rd place to Para Classes (Combined); IB-IC and IA.

Field Events:

Veterans will not be assigned specific times for competitions but rather will have to fit in time for competition during the published Field Event times. For classes, IB-V, field events include the javelin, shotput, and discus. Class IA throws the Discus and Club. These events are performed from a stationary, stabilized position.

Equipment: All equipment will be provided. No personal Field Event throwing implements are allowed. Throwing Chairs will be provided. The official women's international javelin is used. (220 centimeters (7.625') and weighs 600g (1lb, 5.25oz). The discus weighs one kilogram (2lb, 3 1/4 oz). Class IB men and women use the two-kilo shot (4lb, 6oz). Class IC men and IC-V women use the three-kilo shot (6lb, 10oz) and class II-V men use the four-kilo shot (8lb, 13oz).



EVENTS & RULES

For 2022: The competition will be Class; Division: Gender per Implement (Shot, Discus, Javelin, IA-Club). Top three places will receive medals.

Motor Rally:

The motorized wheelchair rally is designed for people using motorized wheelchairs or scooters. This is not a timed event. At the starting point, the participant receives instructions, answer/score sheet, and a volunteer escort. No personal escorts allowed. The instructions and map will guide participants throughout the course. The course will contain a total of 10 checkpoints. During the course of the rally, 10 questions will be asked. Some of these questions will be trivia and others will be observation questions. Questions must be answered and recorded at the checkpoint. There will be adequate time limit. One playing card will be selected at five of the checkpoints. Participants must complete all checkpoints. No electronic devices such as phones or media tools are allowed.

Each participant will receive 1 point for each correct answer and a maximum of 10 points for the poker hand, i.e., royal flush = 10 points; straight flush = 9 points; etc. No wild cards. Ties will be broken by a tiebreaker question and/or best poker hand.

For 2022: Medals will be awarded by Division Only.

Power Soccer:

Power Soccer combines the skill of the athlete with the speed and power of the chair to create an extremely challenging game similar to soccer and football. The game is played on a regulation size basketball court with two teams of four players who attack, defend and maneuver an oversized soccer ball in an attempt to score goals. The bottom of the ball can rise no more than 50cm above the floor.

Teams will be determined once the number of players registered for Power Soccer is identified.

All competitors must bring their own motorized wheelchairs. No scooters allowed—only motorized four-wheeler chairs accepted. Wheelchair guards and game ball will be provided. Personal equipment will be allowed after inspection and approval by the event Head Official. There is a maximum speed of 6.2 mph during play. All powerchairs will be tested over a 50ft course where they go faster than 5.5 seconds. It is the responsibility of each athlete to ensure compliance with this aspect of the rule.

For 2022: Medals will be given to the First, Second and Third place teams.

Wheelchair Rugby:

Wheelchair Rugby is a unique, competitive sport for individuals with a disability that impacts (4) limbs. It is played on a basketball-sized court by four-member teams using a WC rugby ball. The objective is to carry the ball across the opponent's goal line. Shot clock will be enforced.

Players are classified according to the USWRA Classification System as 0,0.5,1.0,1.5,2.0,2.5, 3.0 and 3.5. Men, age 45 and older will have their classification reduced by 1/2 point. Women Classes are a 1/2 point less than their functional test. Each class has a point value and teams are balanced by limiting the number of points allowed on the court. Teams will be limited to 10 players.

Teams will be determined after registration closes the number of competitors are determined.

For 2022: Medals will be given to the First, Second and Third place teams.

EVENTS & RULES

Slalom

Slalom competition is a test of agility, strength, skill and speed. The event is held on an exhibition hall floor or other smooth surface and is defined by cones around which the athlete must maneuver the chair both forward and back-ward. In addition, obstacles of different sizes are added and may include ramps, platforms, slopes, hurdles, textured surfaces, etc. Missing any of the gates results in disqualifications. Each cone struck or assistance given to prevent falls will result in a time penalty.

Motor Slalom: Veterans in power wheelchairs will be divided into three categories: hand, head(chin) and mouth controls. Scooters and motor/power assist wheelchairs are not approved for slalom competition.

For 2022: The competition will be structured as a bracket event with Veterans racing against each other. If there isn't enough Veterans, the competition will be to establish the best time on the course. Medals will be awarded by Class, Division and Gender.

Softball: Limited to 120 Veterans

Softball is played on a hard surface. Teams are made by a draw system to choose players in each classification to form teams. Team size will be limited to 15 players (8 teams). All team members must bat and remain in the batting rotation for the entire game. All team members must also take the field for a minimum of one inning. Batters come to bat with a one-ball, one-strike count. Height of pitches: 6ft-10ft. Run ahead rules: 12 after 4 innings/10 after 5 innings.

All softball competitors need to report 1 hour prior to the published start time of the first game. If a competitor does not show up by the published start time of the first game, they will forfeit their spot for the rest of the tournament and it will be given to the next Veteran on the Stand-By List.

All competitors must bring their own wheelchairs. Not scooters or motorized chairs will be allowed.

For 2022: Medals—Awarded to first, second and third place teams.

Table Tennis:

Class IA, IB and IC are permitted to secure the paddle to their hand by tape or a brace. All competition is governed by the United States Table Tennis Association rules, with modifications as necessary to accommodate wheelchair movement.

For 2022, the tournament will include a double-elimination system. Competition will be best three of five games. An 11-point scoring system will be used. No white shirts are allowed during the competition. Veterans are allowed to bring their own paddles and are subject to inspection and authorization by the event Head Official.

Medals: Medals will be awarded by Class, Division and Gender.





EVENTS & RULES

Powerlifting:

Veterans will conduct three lifts, the final score is the amount of weight of their largest lift. The lift will be completed using the Powerlifting lift defined by the IPC Powerlifting Rules. Competitors will begin their lift at height and then lower the bar to the chest in a fully controlled manner without heaving or bouncing the bar while visibly stopping on the chest and then press it upwards again. There must be a visible break in the lowering motion and the raising movement when the bar touches the chest of the competitor. Once the competitors arms are locked out and the bar is firmly under controlled, then the competitor can “rack” the bar. Assistance to rack the bar is permitted.

For 2022: Medals will be awarded to the top three in each group, including:

- IA, IB, and IC Veterans will compete in Class, Division and Gender.
- The Class I Division “High Para” will consist of athletes classified as Class II and III.
- The Class II Division “Low Para/Amputee” will consist of athletes classified as Class IV and V.
- Athletes in the Class I and Class II Divisions will compete by Class, Division, bodyweight and Gender.

Team Badminton:

Limited to 30 Veterans in the (II,III,IV,V) Classes and 30 Veterans in the (IA,IB,IC) Classes

Will be played on standard BWF(Badminton World Federation) dimension Badminton courts 44 feet long by 20 feet wide, divided into a left and a right side by a longitudinal center line, and there will be service line 6 feet 6 inches from the net on each side of the net. Net height will be 5 feet 1 inch at the ends, 5 feet in the middle. The floor will be either a basketball surface or modification, depending on local conditions. Lines will be clearly visible 1.5 or 1 inch wide. Ceiling clearance will be an unobstructed 20 feet or more. Goose or duck feather shuttlecocks (shuttles or birdies) will be used in matches. Pre-strung carbon graphite or composite rackets will be available to anyone who does not bring his or her own racket.

Rules: For wheelchair play the area between the service line and the net is “Out”. Singles is played on one half of the court, either on the or the right of the center line. Matches will consist of the best of 3 Games. Each Game will be to 11 points, except at 10-10 will need a difference of two points to win until one side reaches 15. Rally point scoring will be used. Change of sides will occur after each game and at 6 points in the 3rd game. A 60-second break is allowed at 6 points of any game. When serving the shuttle-racket contact must be below the armpit level of the server. Shuttle landing on a line will be called “In”. Shuttle hitting anything other than the racket will be a foul. Hitting the shuttle twice or slinging it will also be a foul.

For 2022: Medals to the top three teams in each group.

EVENTS & RULES

9-Ball:

The object of 9-Ball is to pocket the balls in numerical order. All games will be subject to a 10-min time limit. At the end of 10-min, if the game is not concluded, the Veteran that has legally hit the most balls in is declared the winner of that game. On each shot, the cue ball must first contact the lowest numbered ball on the table. The player who pockets the nine ball on a legal shot wins.

Breaks: The first break is determined by flip of a coin. The winner of the flip is the first breaker and he/she must contact the one ball when breaking and either pocket a ball or drive at least four balls to the rail, without pocketing cue ball to achieve a legal break. If the terms of a legal break are not met or the cue ball is pocketed, the incoming player has the cue ball in hand anywhere on the table. If the breaker completes a legal break and makes a ball while breaking, he or she will shoot again at the lowest numbered ball on the table and continue to shoot until missing, fouling, or winning the game.

Fouls: All fouls carry the ball in-hand penalty anywhere on the table. Fouls can only be called and must be called before another shot is executed. All of the following are considered fouls:

- Cue ball goes in the pocket or off the table.
- Any object ball jumped off the table.
- Primary contact with a ball other than the lowest numbered ball on the table.
- During a shot, if the object ball is not pocketed and no balls are driven to the rail after contact with object ball.
- Pushes or double hits with object ball and split hits (when you hit the object ball and another ball at the same time).

For 2022: medals will be given to the top 3 places for Class, Division and Gender.

Awarded by class, division, and gender.



AT HOME ONLY EVENTS

From June 27, 2022 - July 1, 2022, Veterans will compete in the following events (Swimming, Trap Shooting, and Cycling) and submit their scores. The designated link will be published prior to the event. Winners will be announced online during the week of the in-person NVWG in Tempe, AZ (July 7-12, 2022).

Cycling: atHOME ONLY

Veterans will compete for the number of miles logged during the atHOME event timeframe (June 27 - July 1, 2022). Verification of the miles must be made by providing results of distance using a bike computer of preferred app, i.e., Fitbit, Garmin, Strava, etc.

For 2022: Competition will be by Gender and combined classes of II-III; IV-V; IB-IC; IA.

Swimming: atHOME ONLY

Veterans will be eligible to compete in the following distances:

- Class IA, IB and IC Veterans:
- 25yd - Backstroke, Breaststroke and/or Freestyle.
- Class II, III, IV and V Veterans:
- 50yd - Backstroke, Breaststroke and/or Freestyle; 100yd - Freestyle; 200yd - Freestyle

Competitors will submit video and verification of the time to a designated link. All swimming events start in the water. No bodysuits, assisted devices or buoyant foot protection are allowed. Socks and mesh water shoes are acceptable.

For 2022: Medals will be given by distance/stroke, Gender, Class and Division.

Trap Shooting: atHOME Only

Each shooter must shoot 50 targets for the base score. They then will shoot another 50 score to determine tie breakers and place. Winning ties will be given duplicate awards. Competitors will be provided a scorecard and must be certified by a range official after completion of the competition.

Basic Amateur Trapshooting Association Rules will apply. All competitors must use a wheelchair for competition and both feet must be placed on the wheelchair footrests.

For 2022: Medals will be awarded by Gender, Division and combined classes





EXHIBITION EVENTS

Curling:

Limited to 120 Veterans, 20 Veterans per session

Wheelchair curling is governed by the World Curling Federation, and is one of the sports in the Winter Paralympic Games. This is an incredibly accessible and enjoyable sport!

Wheelchair Curling is an adaptation of Curling for athletes with a disability affecting their lower limbs or gait. Wheelchair curling is played with the same stones and on the same ice as regular curling, though the stones are thrown from a stationary wheelchair and there is no sweeping. Stones may be thrown by hand while leaning over the side of the wheelchair, or pushed by a delivery stick. This is a pole with a bracket that fits over the rock handle, allowing the rock to be pushed while applying correct rotation. Stones delivered between the house (target) and the hogline (fault line) must be placed within 18 inches either side of the center line and must be released prior to reaching the hogline.

Sessions will include initial education, instruction, & competition.

Considerations: The air temperature while on the ice is in the low 40's, so dress accordingly.

Equipment: Standard curling sticks, as well as modified sticks for class 1A, 1B, & 1C that can be attached to a power wheelchair to allow use of momentum from driving the power wheelchair to deliver the stone.

Pickleball:

Limited to 48 Veterans, 16 per session

Pickleball is an emerging sport across the US and beyond that can be played competitively or just for fun with family. Wheelchair pickleball is the game of pickleball where one or more players on the pickleball court are in a wheelchair.

Players in a wheelchair must be seated at all times and cannot stand in the wheelchair. Wheelchair pickleball generally has the same rules as singles pickleball or doubles pickleball for standing players, with a few exceptions. Examples include: wheelchair users use larger pickleball court size; the wheelchair is considered part of the player's body, a wheelchair pickleball player is allowed to hit a ball off a double bounce, on a serve the wheelchair player's rear wheels must be in a correct serving area at the point of contact during the serve; non-volley zone faults are based on the back wheels of a wheelchair.



NATIONAL VETERANS **WHEELCHAIR GAMES**

JULY 7–12, 2022
TEMPE, ARIZONA

- **500+ Athletes**
- **22 Events**
- **6 Days**

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