

WDBS CLASSIFICATION GROUPS 1-5

The WDBS Classification system is currently operated on a self-classification basis. The WDBS board holds full and final discretion to select or move a player's classification.

	Functional Description	Medical Description	Profile
Group 1 Wheelchair	A wheelchair user with poor trunk control and impairment of one or both arms	<p>At least three limbs and trunk may be affected. Unable to walk or participate in sport standing.</p> <ul style="list-style-type: none"> • Need to use an electric (power) chair or manual chair for mobility. • Is unable to make a traditional bridge anywhere on the table for their cue with their hand. • May be able to make a bridge but with limited arm movement. • May have difficulty in use of their arm/arms and hand/hands. 	<p>Profile 01: almost no use in four limbs. Need to use a power wheelchair, or be pushed in a manual wheelchair.</p> <p>Profile 02: almost no use in four limbs, but can bend elbows, and just about push a manual wheelchair. May need to use a power wheelchair.</p> <p>Profile 03: wheelchair user with very poor balance and inability to grip and release objects.</p> <p>Profile 04: a person with almost no use in any limb, but with good trunk control. Usually able to push a wheelchair in some way.</p> <p>Profile 05: a wheelchair user who has difficulty controlling their limbs when trying to perform any activity.</p> <p>Profile 06: a wheelchair user with poor trunk control and slightly weak hands, or slight lack of control in arms.</p> <p>Profile 07: a wheelchair user with good use in only one arm, they may need to use a power wheelchair if unable to push manual wheelchair.</p>
Group 2 Wheelchair	A wheelchair user with better control of trunk and arms	<p>Lower limbs affected. Unable to walk or participate in sport standing.</p> <ul style="list-style-type: none"> • Need to use an electric (power) chair or manual chair for mobility, or needs to use a wheelchair to take part in cue sports • Is able to make a traditional bridge for their cue with their hand. • Has sufficient arm movement to be able to adequately control direction and power of cue ball. • Generally has good upper body control 	<p>Profile 08: a wheelchair user with good control of trunk and slightly weak hands.</p> <p>Profile 09: a wheelchair user with good use in arms, but with poor trunk control.</p> <p>Profile 10: a wheelchair user with good use of trunk and arms but unable to use the hips to assist trunk movement.</p> <p>Profile 11: a wheelchair user with good control of trunk and hips</p>
Group 3 Ambulant	Ambulant players where one or more upper limbs is absent or severely impaired	<p>One or both upper limbs affected.</p> <ul style="list-style-type: none"> • Arm or prosthesis may be needed for anchoring objects. 	<p>Profile 12: able to walk, but has severe difficulty controlling all four limbs when performing an activity. May need to use a support to walk, or may have severe deformity of four limbs.</p> <p>Profile 13: able to walk, but has poor use of three limbs, usually</p>

		<ul style="list-style-type: none"> • One or more upper limbs are absent or severely impaired and the player is unable to make a traditional bridge for their cue anywhere on the table with their most impaired hand. • May be able to make a non-traditional bridge but with severely limited arm movement • Where a player cues with their absent or most impaired arm they will also be included within this group. 	<p>uses a stick in good hand. Profile 16: one upper limb has little or no use (without orthosis/appliances) Profile 21: both arms are severely impaired or may be absent. Profile 22: both arms slightly impaired or absent below the elbow. Profile 24: one arm demonstrates difficulty with activities or below elbow amputee. Profile 26: impairment of all four limbs, but not as severe as profile 12. Profile 29: both shoulders causing problems with movement Profile 27: opposite arm and leg severely impaired. Profile 31: both legs severely impaired, both arms moderately impaired. Profile 32: both arms severely impaired, both legs moderately impaired.</p>
Group 4 Ambulant	Ambulant players where one or more lower limbs is absent or severely impaired	One or both lower limbs severely affected.	<p>Profile 14: able to walk, but one side of the body is of little use; usually can only balance unaided on the good leg. (with orthosis/appliances) Profile 15: able to walk, but only one side of body works correctly. Profile 17: able to walk, but both legs are severely impaired, acting more like props. May need support to walk. Profile 18: able to walk, but one leg severely impaired, like a prop; other leg normal. Profile 19: able to walk, one leg severely impaired, used like a prop; other leg less impaired. Profile 20: able to walk and run but both legs impaired slightly - e.g. A moderate to slight diplegic. Profile 28: both hips impaired causing walking difficulty, usually waddling gait.</p>
Group 5 Ambulant	Ambulant players where one or more upper or lower limbs are slightly impaired	One or both upper or lower limbs slightly impaired <ul style="list-style-type: none"> • the player is able to make a traditional bridge for their cue anywhere on the table with their most impaired hand. 	<p>Profile 23: one leg has slight impairment, and they can usually run if fit enough. Profile 24: one arm demonstrates difficulty with activities or below elbow amputee. Profile 25: very short stature (at least 30.5cm) shorter than average, in particular extreme shortness of limbs. Profile 29: both shoulders causing problems with movement Profile 30: deformity or weakness of the trunk.</p>