

UMAREX BOYS CLUB ALARM UNIT AND URBAN ATTACK

Month 1. Firearms Proficiency Assessment

EQUIPMENT

This is a test of accuracy and speed using a pistol and a rifle. The pistol will need to be any CO2, PCP or Airsoft multi-shot pistol with a capacity of at least 6 rounds. For the Rifle any Spring, SSP, CO2, PCP or Airsoft Rifle may be used. You must use the same pistol for all the pistol stages and similarly the same rifle for all rifle stages. **Where a magazine fed rifle is used, you can only use ONE MAGAZINE.** You have a choice of open or optical sights.

DISTANCE and STANCE

The targets are shot from 6 yards (this may be from a seated position if disability necessitates it). Pistols may be held single or double handed and single or double action may be used as preferred and as time allows. Start with the pistol pointing 45 degrees to the ground and downrange with the safety disengaged. With a rifle, the butt may be readied at the shoulder with the barrel pointed 45 degrees to the ground. On the signal to GO, raise the pistol or rifle to the aim and start firing each string of shots. On rapid fire stages, cease firing on STOP.

COURSE OF FIRE and SCORING

The first two targets are for the pistol stages and the third target is for the rifle stages.

PISTOL

A total of 60 shots will be taken with the pistol. There are 4 strings of 5 shots for each stage. **PLEASE SCORE EACH STRING SEPARATELY ON THE SCORE CARD PROVIDED.** To ensure correct scoring, you may patch each string of shots or use a fresh target for subsequent strings. All targets will be scored by inward scoring. On the Timed and Rapid fire target any shot outside the 4 ring scores ZERO. Any shot(s) after the STOP signal means deducting the highest scoring shot(s) of that string from your score. With any jams or misfires etc. you may discard that target, resolve the problem and reshoot that particular string of 5 shots.

Stage 1. Target 1.

Slow fire - 4 strings of 5 shots; a maximum of **1 minute is allowed per shot.**

Stage 2. Target 2.

Timed fire - 4 strings of 5 shots, **12 seconds per string.**

Stage 3. Target 2.

Rapid fire - 4 strings of 5 shots, **6 seconds per string.**

RIFLE

A total of 40 shots will be taken with the rifle. Each stage has a single string of shots (2 stages of 10 and final stage of 20 shots). A single total score is needed on the score card for each stage. The targets will be scored by inward scoring. Any shot outside the 3 ring but cutting or within the boundary black rectangle will score 1. . As with the rapid pistol stages, any shot(s) after the STOP signal means deducting the highest shot(s) from your score.

Stage 4. Target 3.

Slow fire unsupported - One string of 10 shots (2 at each bull); a maximum of **1 minute is allowed per shot.** No rests or supports allowed for the rifle.

Stage 5. Target 3.

Slow fire supported- One string of 10 shots (2 at each bull); a maximum of **1 minute is allowed per shot.** The rifle may be rested on any kind of support.

Stage 6. Target 3.

Rapid fire - One string of 20 shots (4 at each bull), **with a time limit of 4 minutes allowed for the whole string of 20 shots.** No rests or supports allowed for the rifle. **Where the rifle is magazine fed, you can only use ONE magazine.** This means for example that someone using a Umarex Winchester will have to reload their magazine twice in the 4 minutes whereas a single shot springer will have an average of 12 seconds for each shot – so it should be a fairly level playing field. An AEG would probably need no reloading but should be evened up by tending to be less accurate.

OVERALL TIME LIMITS FOR SHOOTING COMPETITION.

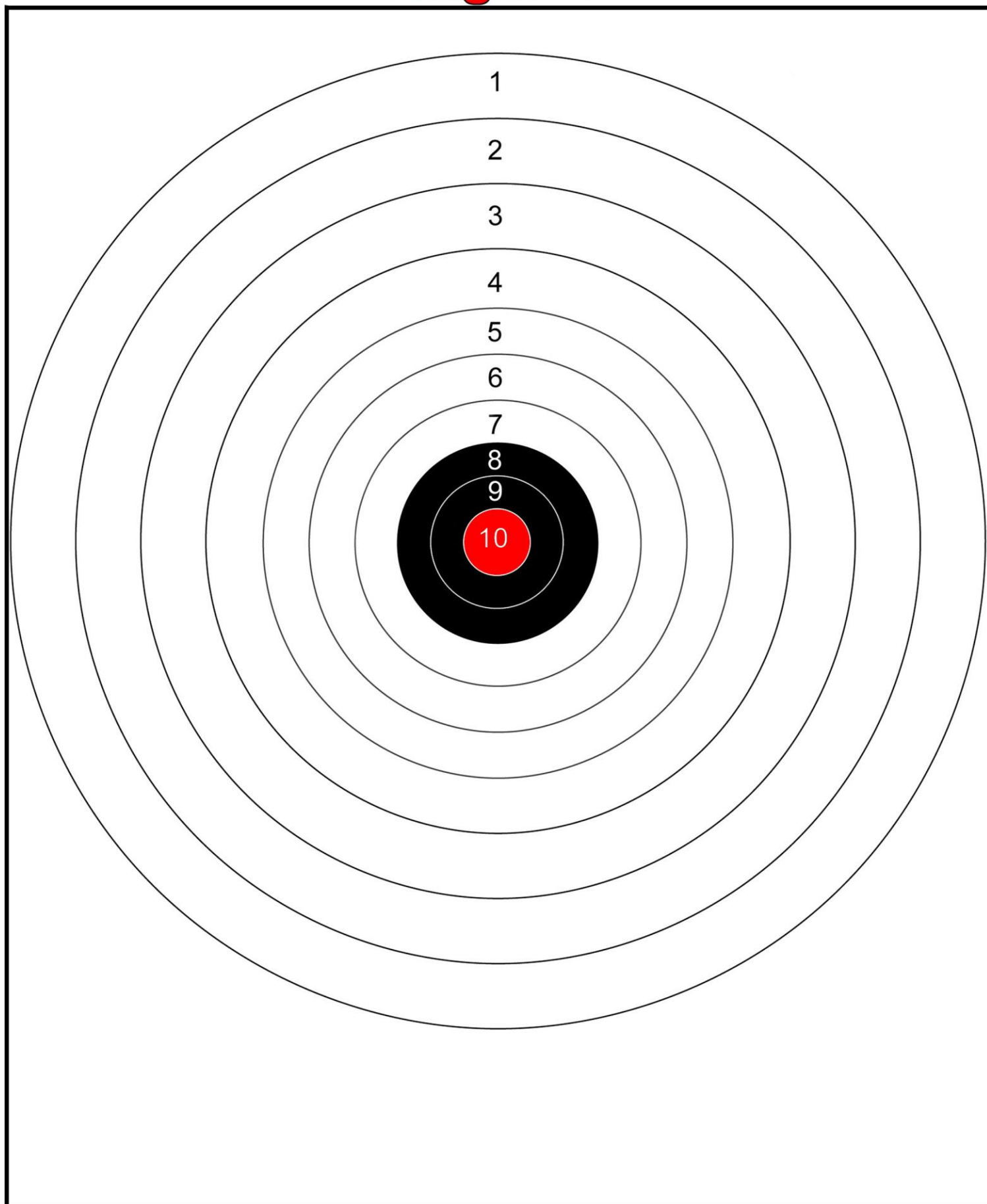
Each stage must be completed in the same session but the 6 stages do not necessarily have to be all fired in the same session or day (this could be done on 6 separate days if you wish). Within each stage you may rest between each string of shots for as long as you like.

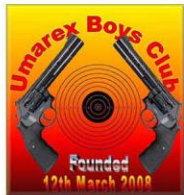


UBC Firearms Proficiency

Slow Fire Target

Target 1

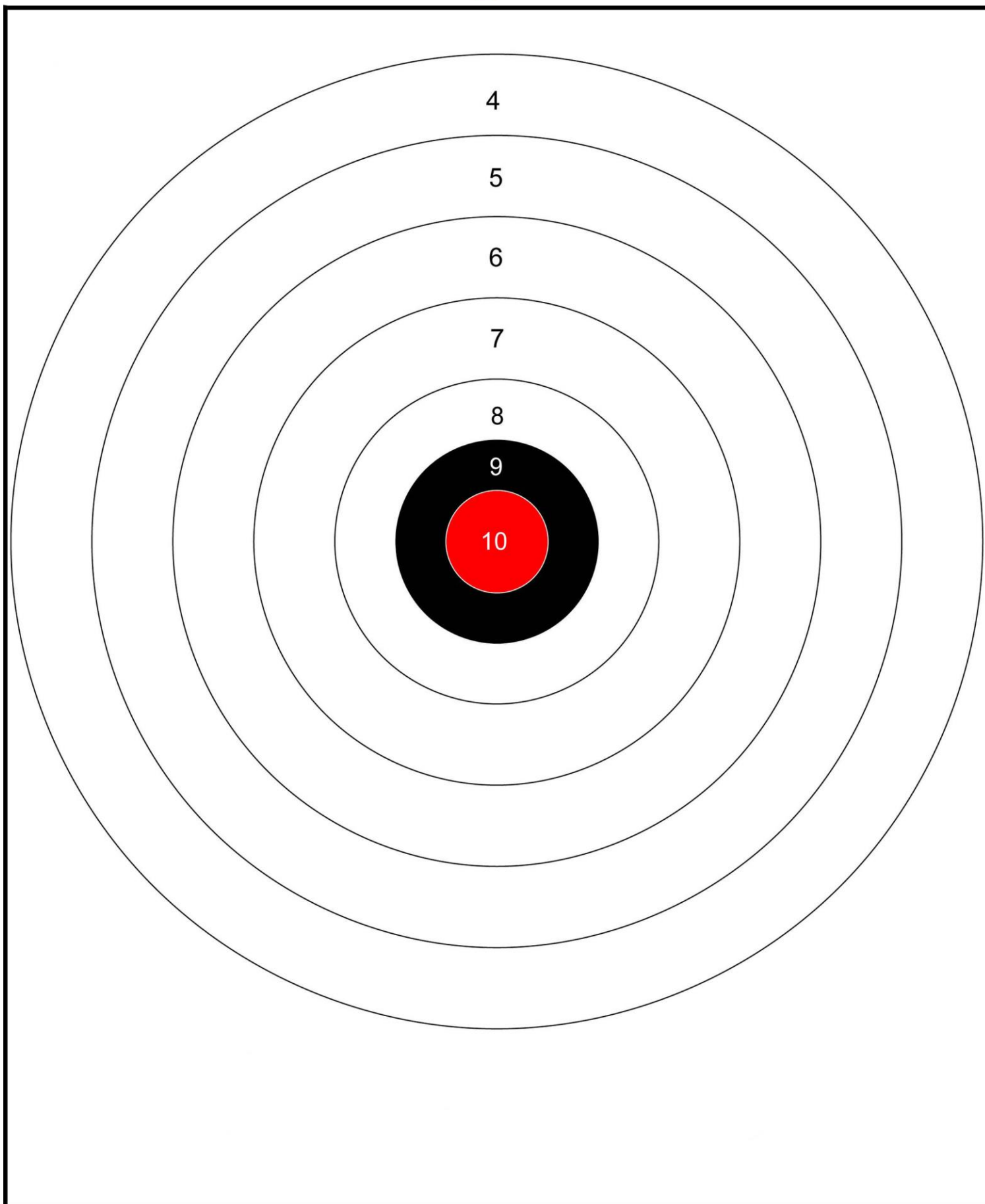




UBC Firearms Proficiency Rapid and Timed Fire Target



Target 2





UBC Firearms Proficiency

Multiple Targets

Target 3

