

BBs OR PELLETS WHICH IS THE BEST.

There are two categories - **BB** (metal or plastic) and **Pellet**.

There are two parts to the competition and you have two months in which to complete each part. This is the second set of 4 stages for the MISSION and there will be a further two months to complete these targets and send in scores (see the competition web site for actual dates). You can use different models of gun for the different targets (so, over the whole competition, you could use 4 different pistols and 4 different rifles in each category). You can enter both categories (BB and Pellets) if you wish (but no mixing an Airsoft pistol with air (pellet) rifle and vice-versa) – so, if you have them, you could enter both categories with a total of 16 different guns.

Category 1. Any BB firing Pistol(s) and any BB firing Rifle(s) (all calibres allowed).

Category 2. Pellet Pistol(s) and Pellet Rifle(s) (all calibres allowed)) (Dan Wesson and other BB models which have been modified with a rifled barrel may be used here).

The targets are shot standing (except where indicated in some of the rifle events) from 6 yards. This may be from a seated position if disability necessitates it. Rests are also allowed in some of the rifle events. Pistols may be held single or double handed as preferred – Rifles may be readied in the shoulder. Start with the pistol/rifle pointing 45 degrees to the ground and downrange with the safety disengaged. On the signal to **GO**, raise the pistol/rifle to the aim and start firing each string of shots. For timed events, cease firing at the **STOP** signal.

COURSES OF FIRE FOR THE MISSION

1. PISTOL MAGAZINE RELOAD – Any sights.

Simulation of replacing a magazine while under fire.

You have 30 seconds to fire 2 strings of 5 shots with a magazine reload between the strings.

On **GO** fire 1 shot at each of the 5 men (in any order).

Eject* the magazine and replace with a new, ready loaded magazine (this may be placed ready at your side). Or if you have a large capacity magazine you may drop that magazine **FULLY** out and reinsert it and carry on.

Take one more shot at each of the 5 men.

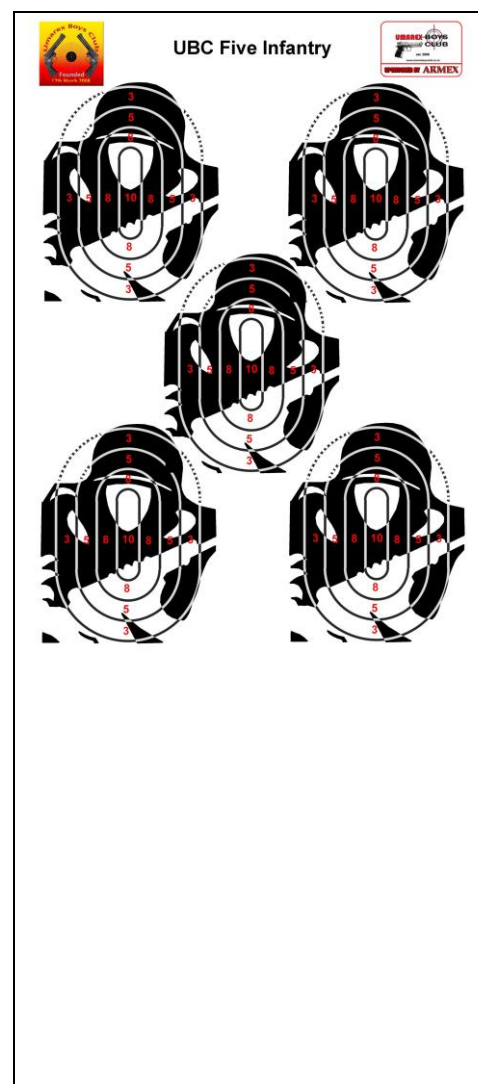
Scoring and Penalties.

1. This is inward on the scoring rings (solid lines not the dotted parts). There is a ZERO score outside the 3 ring.
2. All hits count (even 3 on a man) **BUT** miss a man completely and you must **HALVE** your total score.
3. Any shot taken after the STOP signal means deducting your highest scoring hit from the target.

*** If you do not have a spare magazine or have a magazine that holds more than 10 shots but don't want to risk jams by dropping it out still loaded or have a pistol (e.g. Colt Defender) where it would be impractical to do a reload, then you can take the following alternative action :-**

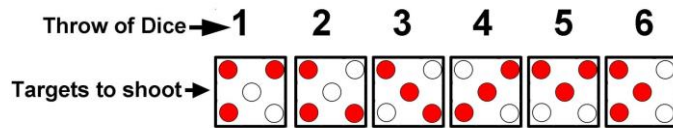
After the first 5 shots place the pistol down beside you (e.g. on a cushion waiting nearby). As you do this, start counting off 10 seconds on a clock/watch with a second hand, then take up the pistol and fire the second 5 shots. You still STOP at 30 seconds from the GO. You MUST place the pistol down; you MAY NOT just fire 10 shot in 20 seconds.

This gives a total of 10 shots. Max Score 100.



2. PISTOL HOSTAGE RAPID FIRE - Any sights

3 enemy soldiers have taken two of our men hostage. Throw a dice to find the 3 enemy (red) targets from the chart below.



Using a timer, you have 6 seconds to come to aim and shoot the 3 baddies in the appropriate pattern depending on your dice throw. You have 5 throws of the dice and if you throw the same number on the dice again you shoot the same pattern again.

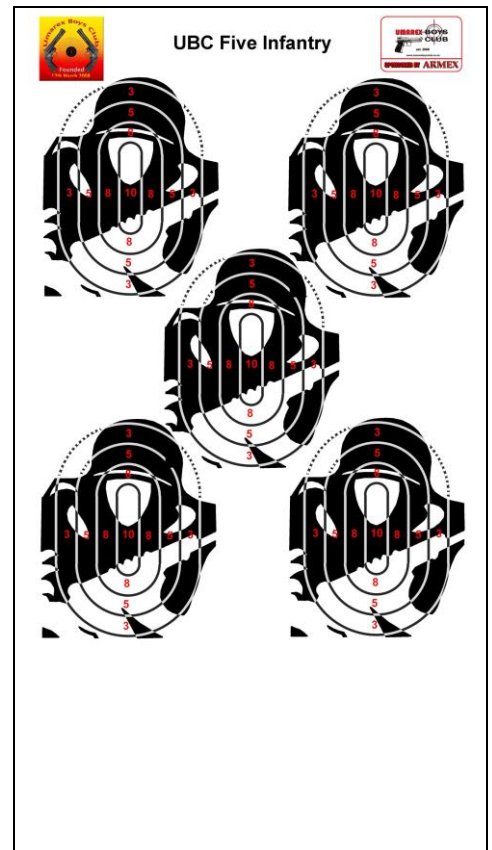
Score the 3 shots - Repeat 4 more times for a total of 15 shots.

(To make it really fun, if you want to have a blast, you can shoot this 10 times and submit the 5 best scores)

Scoring and Penalties.

1. This is inward on the scoring rings (solid lines not the dotted parts). There is a ZERO score outside the 3 ring.
2. Hits on an enemy (red) are positive but hits on either of the 2 hostages are deducted from your score for each string using the same values but as negative scores.
3. Any shot(s) taken after the STOP signal means deducting your highest positive scoring hit from that string of shots.

This gives a total of 15 shots. Max Score 150.



3. RIFLE CAMO CHALLENGE - Any sights EXCEPT TELESCOPIC.

You may use the greyscale target to save on coloured printer ink.

Part 1. Rapid Fire

You have 10 enemy targets (one shot per "man") to deal with in a 3 minute time limit (18 seconds per shot) . These first 10 shots are standing with no rests.

Part 2. Sniper Fire

Repeat 10 more shots but with no time limit and any stance may be used with rests this time.

Note that you are not allowed to refer to a copy of this target at the firing line during the course of fire (unlike Stage 4 which follows where you can do this).

Scoring.

This is inward and carried out after all 20 shots. Only two shots per man can be scored so 3 (or more !) shots on a man means you score the highest two. A third shot can only be scored if it overlaps another man when it can be allocated to the second man (if he doesn't already have two hits).

Completely missing one (or more!) men means halving your total score (missing one of the enemy means he will get you tomorrow)

Total shots 20. Max. Score 200

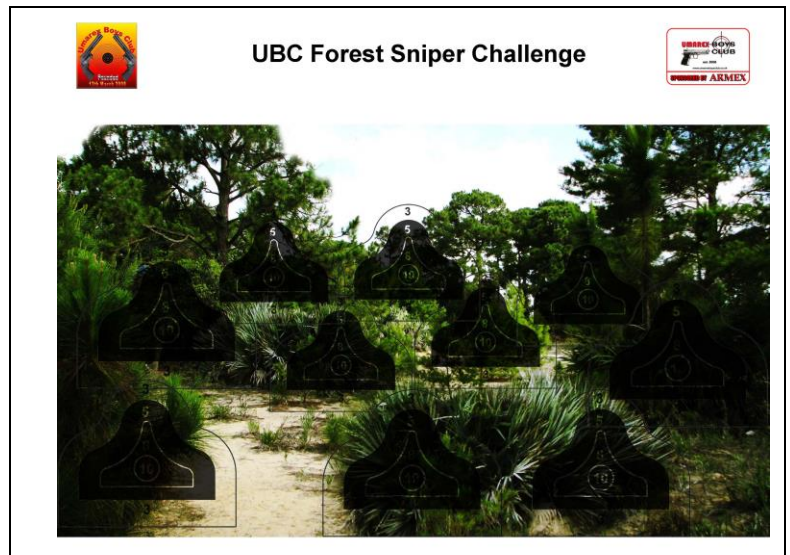


4. FOREST SNIPER CHALLENGE (10 minute time limit) - Any sights may be used.

You may use the greyscale target to save on coloured printer ink.

There are 10 enemy targets hidden at the edge of a forest. Some targets are easier to see than others. You may have a copy of the target by your side at the firing line to represent the "spotter's telescopic view". Take one shot at each target standing with no rests. Follow these 10 shots with a further shot at each target to make sure of each kill – with these second shots you may use any stance and any kind of rest. Time allowed for the 20 shots is 10 minutes from start to finish including the change of stance and set up of rest for the second string of 10.

Total shots 20. Max. Score 200



The Target is set up by placing the second sheet (the actual **Scoring Target**) **BEHIND** the **Scope View**. This should be fixed firmly in place at the edges, **EXACTLY ALIGNED WITH THE SCOPE VIEW** (e.g. sellotaped or carefully stapled). Do not completely glue this second sheet as you will need to separate it from the front because it is used to score your shooting **AFTER** firing your 20 shots (2 at each position).

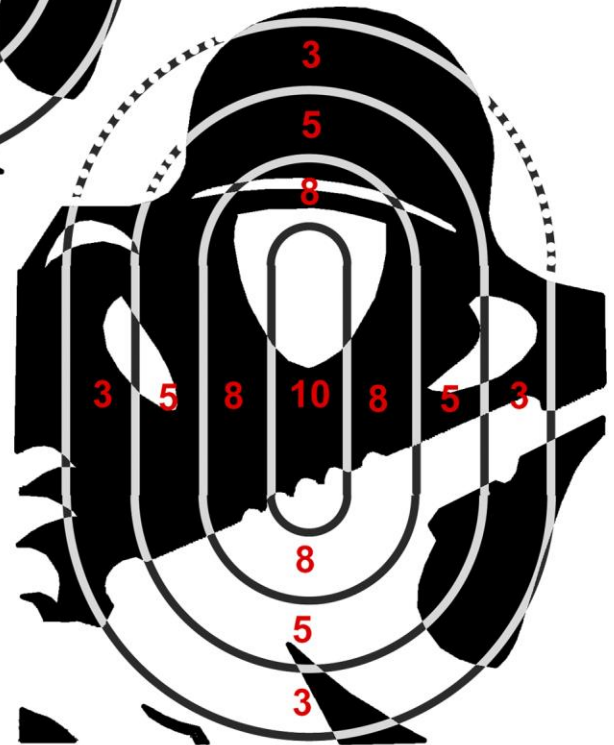
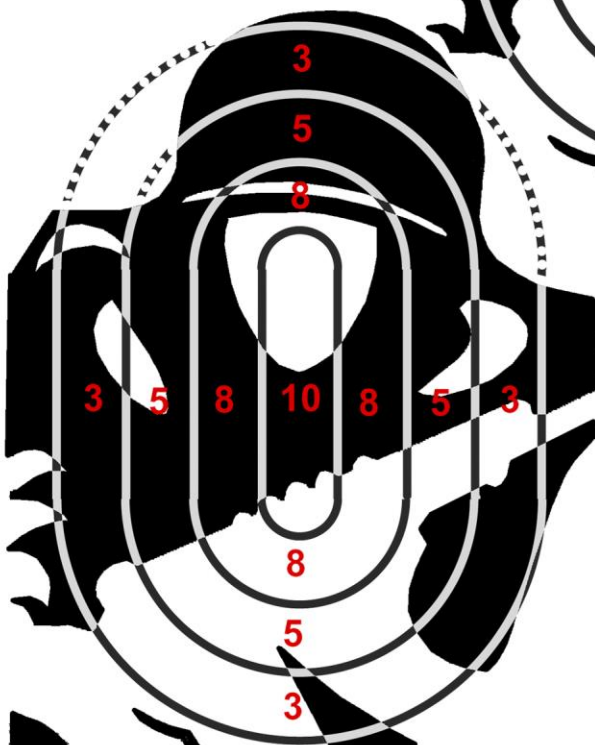
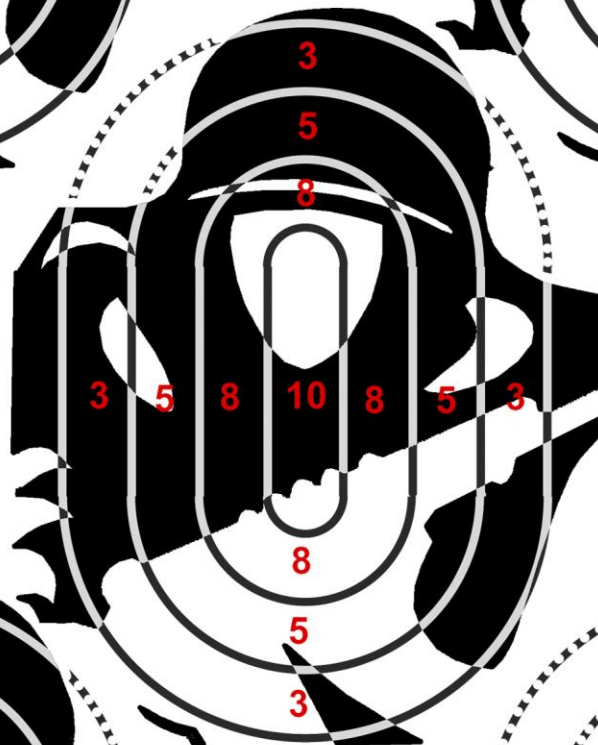
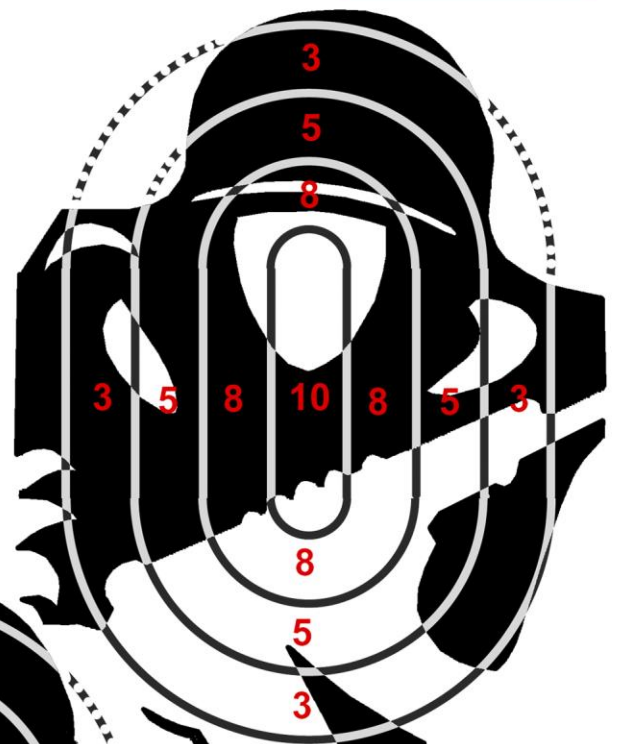
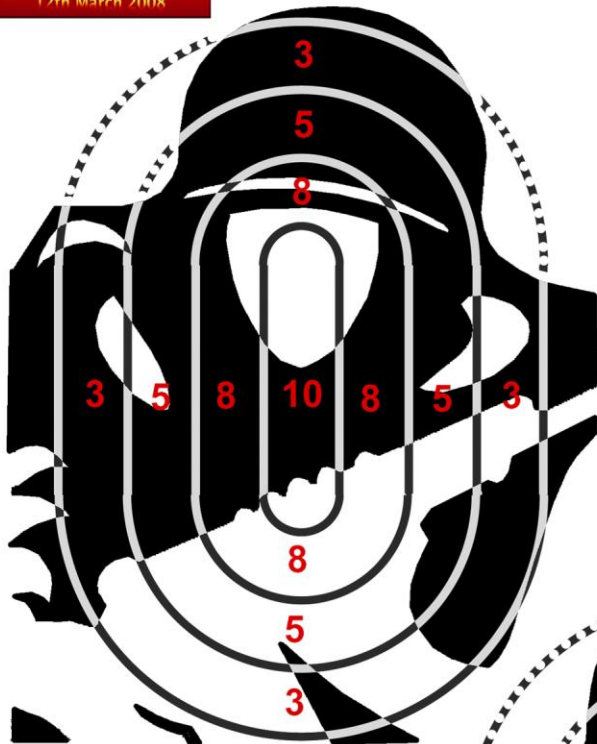
Scoring and Penalties.

1. Scoring is inward using the 3, 5, 8, 10 zones of each man.
2. If you end up with one or more men with no hits at all, then **YOU HAVE TO HALVE YOUR TOTAL SCORE**. (Note that you only have to halve the score once. i.e. if two men have no hits you do NOT have to quarter your score).
3. **You can only score two shots per man**. You may select the 2 highest scoring shots. (Note that once a shot has been scored it cannot be reallocated and scored again for another man it might also overlap).
4. Where a shot overlaps more than one man, it takes the score from the man you have allocated that shot to.

Maximum Possible Total Score = 650



UBC Five Infantrymen



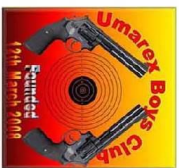
UBC Camo Target



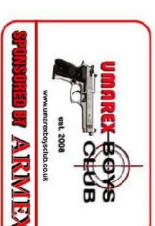


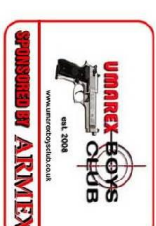
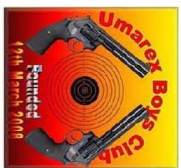
UBC Camo Target





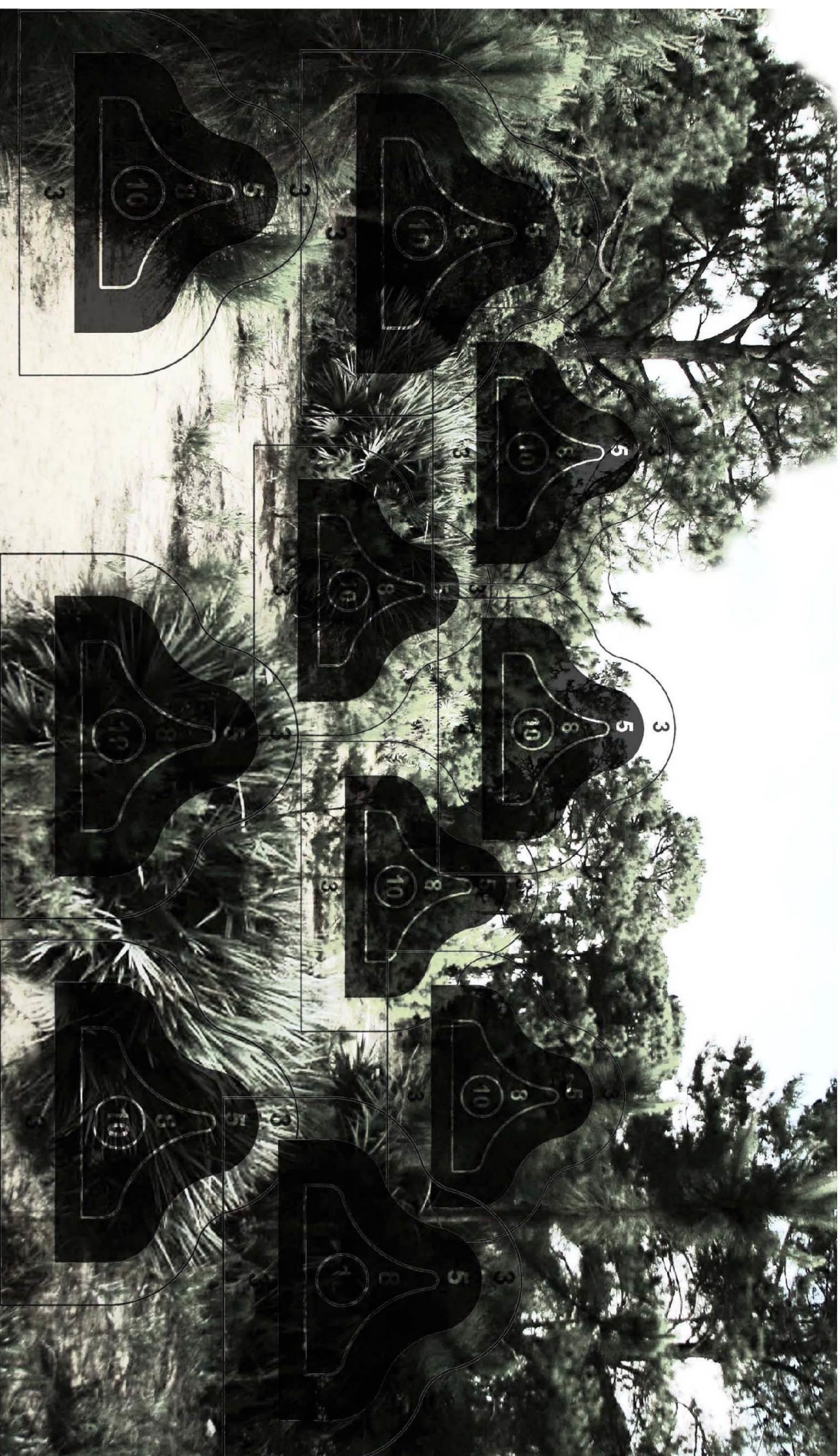
UBC Forest Sniper Challenge

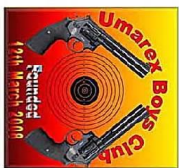




UBC Forest Sniper Challenge

(Greyscale)





UBC Forest Sniper Challenge (Scoring Target)

