

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 first set of 4 stages for the TRAINING SESSION for which you have two months (see the competition web site for actual dates). Once you have completed this set of targets and sent in your scores the target pack for the MISSION will be sent out when there will be a further two months to complete those targets and send in scores. 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 TRAINING

1. PISTOL DELIBERATE FIRE (but with a bit of a time limit) - Any sights

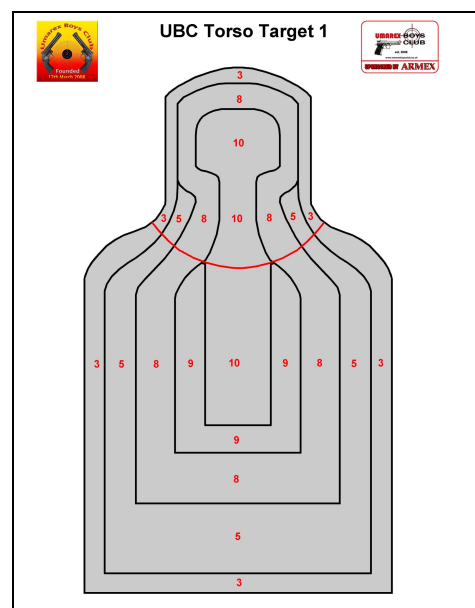
10 shots to be fired in 2 minutes.

Ready loaded back-up magazines/ quick-loaders can be ready by your side if reload needed.

Scoring.

This is by inward scoring. All shots count anywhere on the target.

This gives 10 shots in total. Max. Score 100



2. PISTOL RAPID FIRE - Any sights

A string of 4 shots is to be fired in 6 seconds; 2 to the body followed by 2 to the head. The red “neck” line separates head from body hits.

Score the first string then repeat 4 more times (Total of 20 shots). Patch the holes from the previous string or use a fresh target.

Scoring.

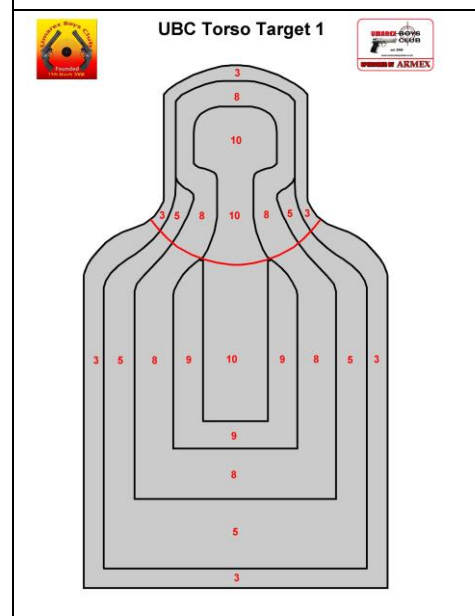
This is inward.

Only 2 shots on the body and 2 on the head can be scored (hits **on** the neck line can be allocated to either head or body when observing this rule).

If more than 2 shots appear completely on either head or body, you can choose the 2 highest scoring.

As above, a hit on the red neck-line can be allocated to either head or body (as best benefits your scoring).

This gives a total of 20 shots. Max Score 200



3. **RIFLE DELIBERATE FIRE** (No time limit) - Any sights **EXCEPT** **TELESCOPIC.**

8 shots standing (or seated if necessary for disability) but no rests. One shot at each man in any order.

Then take a further 8 shots (one at each man) any stance and rests may be used.

Scoring.

This is inward and only two shots per "man" can be scored. Where more than two shots are present, you may select the two highest scoring hits.

There is a ZERO score outside the 3 ring. If any man is left un-hit then you must halve your total score

Total shots 16. Max. Score 160

4. **RIFLE TIMED FIRE** (Time limit of 4 minutes) - Any sights **EXCEPT** **TELESCOPIC.**

2 shots to be fired at each of the 8 targets in any order (shoot one at each target then repeat or shoot 2 at each target and work down the sheet). All shots standing with no rests.

You have 4 minutes to complete the 16 shots (that's 15 seconds per shot for a springer)

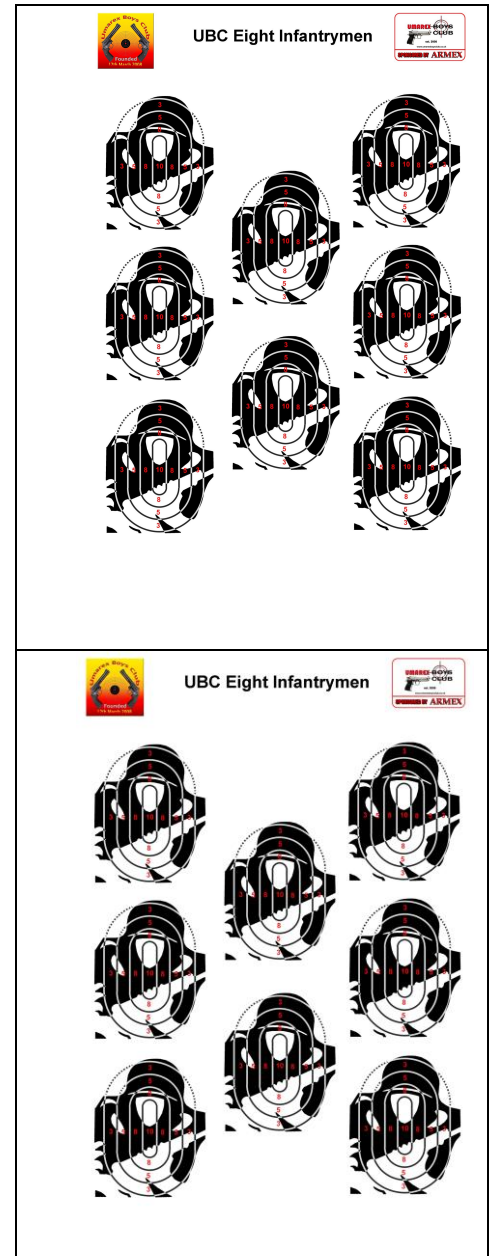
You may have as many backup magazines as you wish, ready loaded nearby.

Scoring.

This is inward and only two shots per "man" can be scored. Where more than two shots are present, you may select the two highest scoring hits.

There is a ZERO score outside the 3 ring. If any man is left un-hit then you must halve your total score

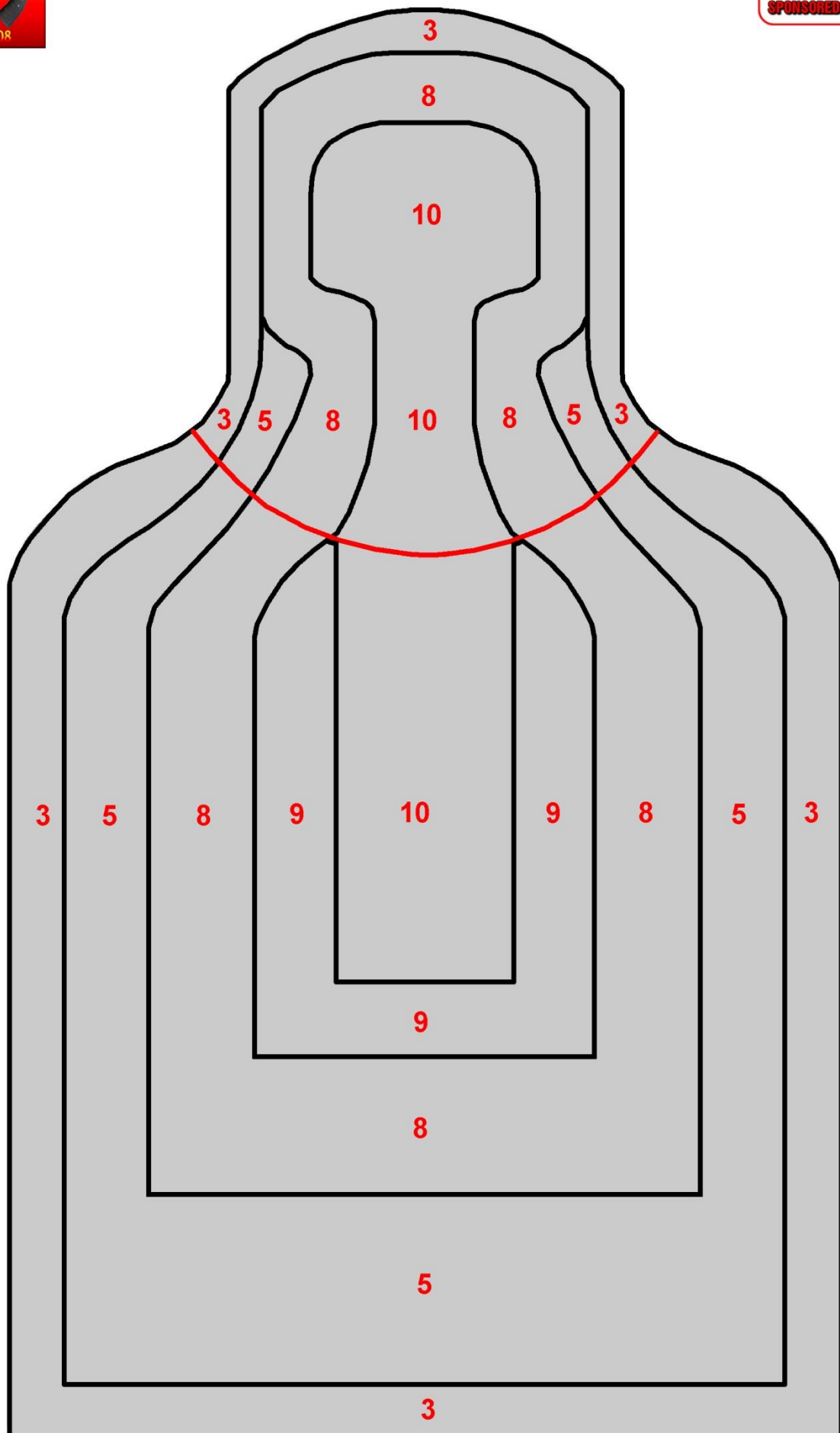
Total shots 16. Max. Score 160



Maximum Possible Total Score = 620



UBC Torso Target 1





UBC Eight Infantrymen

