

# Umarex Boys Club

## GANGSTA SHOOT

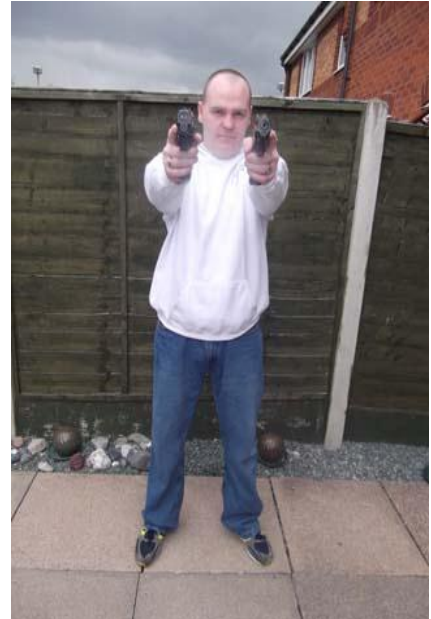
Look on this competition rather like one of those “Mythbusters” TV programmes – Is it really possible to hit your target with the pistol held sideways on and what about firing two pistols AT THE SAME TIME? Well this is your chance to find out (and have some fun at the same time) by taking part in a competition based on “Gangsta Movie” scenarios.

These are the two “Gangsta” stances for the various stages of the competition.

### Shooting with two pistols

Start with two pistols behind legs, safety off and fingers not on triggers (First pic – note this is to illustrate the grip only – you will be facing the target the whole time)

On “Go” from the timer, raise both pistols and commence firing. (Second pic) For stage 1 both triggers must be pulled simultaneously but for stages 3 and 5 you can pull triggers alternately if you prefer– left, right, left, right, etc. (or right, left)



### Single Pistol Shooting

Start with one pistol loaded (strong hand) behind leg, safety off and finger off trigger (First pic – again you will actually be facing the target)

On “Go” from the timer, raise pistol angled at 90 degrees and commence firing (Second pic)



## **Course of Fire**

There are 5 separate stages to this competition; all stages to be shot within one session. There are four stages of 10 seconds rapid fire and a 20 second more deliberate stage. The courses of fire are set out below and four new targets are on pages 4 to 7. All stages are shot from 6 yards and any two multi-shot, replica SEMI-AUTOMATIC pistols can be used (two pistols of the same model are allowed). Once selected, only those two pistols can be used but for the single pistol stages you may choose either one. There are no reshoots of a stage if you get any jams, malfunctions, etc. All shots are to be taken double action.

### **Stage 1 – Target 1**

The two pistol stance is used as shown above and there is a 10 second time limit for this stage. Any shot or shots fired after 10 seconds means deducting the appropriate number of the HIGHEST scoring hit(s) from your total for the stage.

On “Go” raise and bring forward both pistols and commence firing. Left and right triggers must be pulled simultaneously and 5 shots fired from each pistol (10 total shots).

Scoring is inward using the rings, anywhere on the gangsta BUT note that any hit on the gun (black outline and blue area) is also inward scoring BUT SCORES ZERO for that hit.

Total shots = 10. Maximum score possible = 100.

### **Stage 2 – Target 1**

The single pistol stance is used with a 10 second time limit for the stage. Any shots fired after 10 seconds means deducting the appropriate number of the HIGHEST scoring hit(s) from your total for the stage.

On “Go” raise and bring forward the pistol angled at 90 degrees and commence firing.

8 shots to be fired at the target within the 10 second limit.

Scoring is inward using the rings, anywhere on the gangsta BUT note that any hit on the gun (black outline and blue area) is also inward scoring BUT SCORES ZERO for that hit.

Total shots = 8. Maximum score possible = 80.

### **Stage 3 – Target 2**

Back to the two pistol stance and on “Go” raise and bring forward both pistols and commence firing. As this is a more deliberate course of fire (20 second time limit), left and right triggers do not have to be pulled simultaneously and you may if you wish fire the pistols left, right, left, right and so on (or right, left).

5 shots are to be fired from each pistol (5 into the left bull's eye from the left pistol and 5 into the right bull's eye from the right pistol (total of 10 shots and you may NOT fire 5 consecutive shots from one pistol and then 5 from the other pistol).

For this more deliberate stage of fire the time limit is extended to 20 seconds and any shots after the 20 seconds means deducting the appropriate number of the HIGHEST scoring hit(s) from your total for the stage. There is also a penalty for getting more than 5 shots on any bull's eye – you can still score all hits but where there are more than 5 shots appearing on one side, you can only score half the ring value of the HIGHEST scoring shot or shots (depending on how many extras there are on that side). Scoring is inward for this target.

Total shots = 10. Maximum score possible = 100.

### **Stage 4 – Target 3**

The single pistol stance is used with a 10 second time limit for the stage. Any shots fired after 10 seconds means deducting the HIGHEST scoring hit(s) from your total for the stage.

On “Go” raise and bring forward the pistol angled at 90 degrees and commence firing.

6 shots are to be fired, two (as a double tap) at each bull’s eye ( in the order A, B, C)

Scoring is inward (10, 8 and 5 as set out on the target). All hits count but more than 2 on one bull’s eye means halving the value of the HIGHEST scoring hit(s) on that bull’s eye.

Total shots = 6. Maximum score possible = 60.

### **Stage 5 – Target 4**

The two pistol stance is used as shown above and there is a 10 second time limit for this stage. Any shots fired after 10 seconds means deducting the HIGHEST scoring hit(s) from your total for the stage.

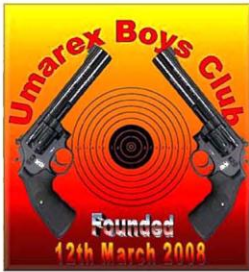
On “Go” raise and bring forward both pistols and commence firing both pistols. Left and right triggers may be pulled simultaneously or left and right (or right, left) alternately and 3 shots are to be fired from the left pistol into the left gangsta and 3 from the right pistol into the right gangsta (6 total shots and you may NOT fire 3 consecutive shots from one pistol and then 3 from the other pistol).

Scoring is inward using the shaded zones, ANYWHERE on the gangsta (e.g. a hit on the peak of a cap isn’t going to harm them but it should scare them off so still scores 3) BUT note that again any hit on the guns (black outline and blue area) is also inward scoring AND SCORES ZERO for that hit.

Similar to stage 3, there is also a penalty for getting more than 3 shots on any gangsta – you can still score all hits but where there is an excess over 3 on one side you only score half the shaded zone value for the extra shot(s) with the HIGHEST value on the wrong side. An additional penalty is if you fail to get ANY shots at all in one (or both) of the gangstas – then you score absolutely ZERO for this stage (if you miss one then he’s going to get you and you are dead).

Total shots = 6. Maximum score possible = 60.

In summary - 40 shots, time limits of 10, 10, 20, 10, 10 seconds and maximum score possible 400.



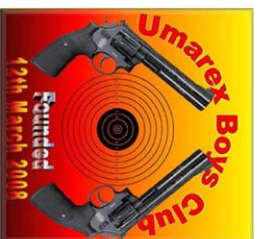
# Umarex Boys Club Gangsta Shoot (1)



Scoring in inward but don't forget any hits on  
the gun score ZERO

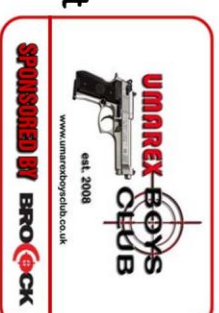
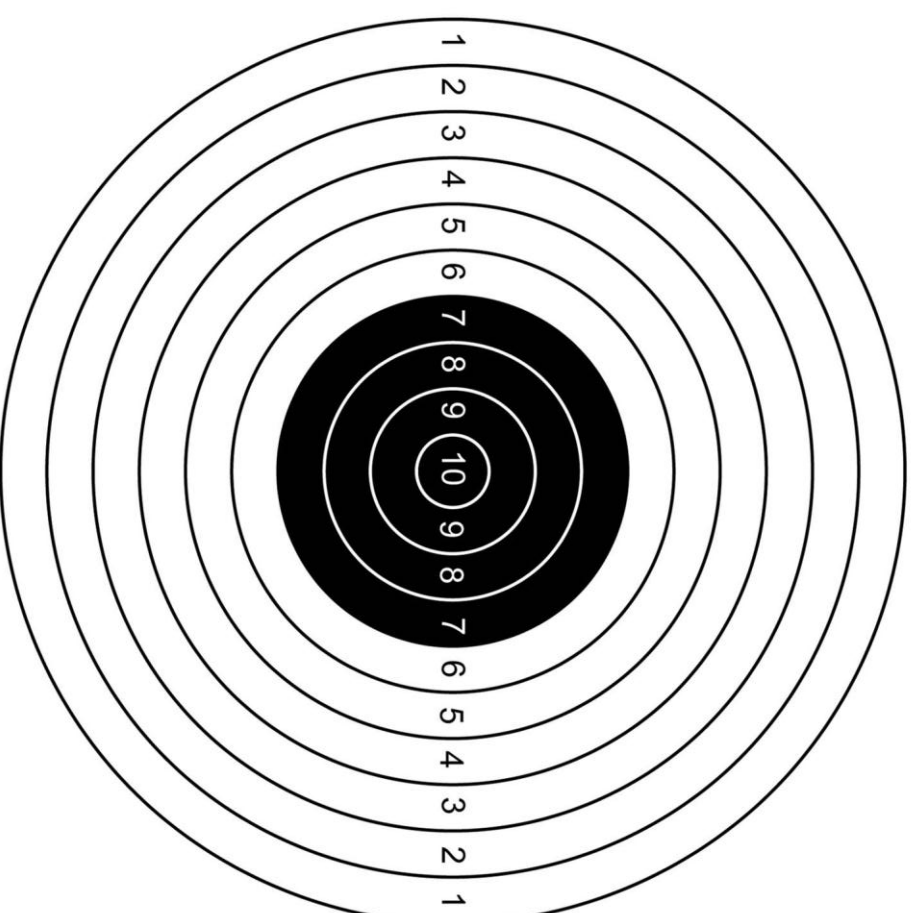
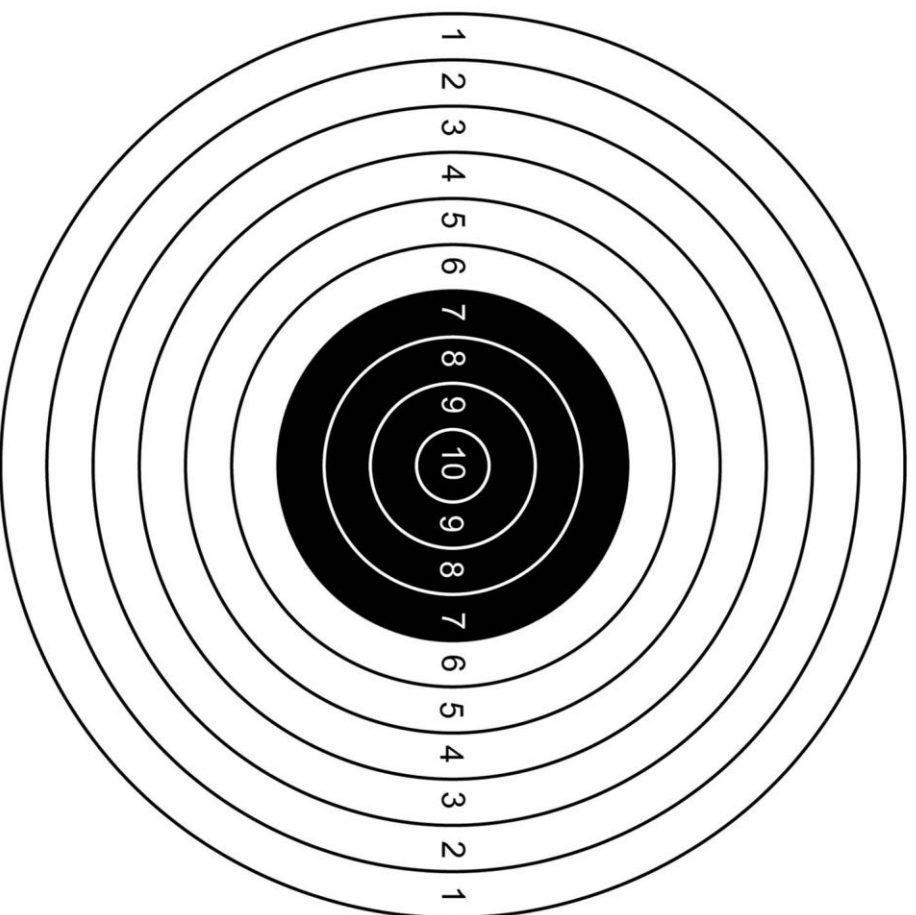






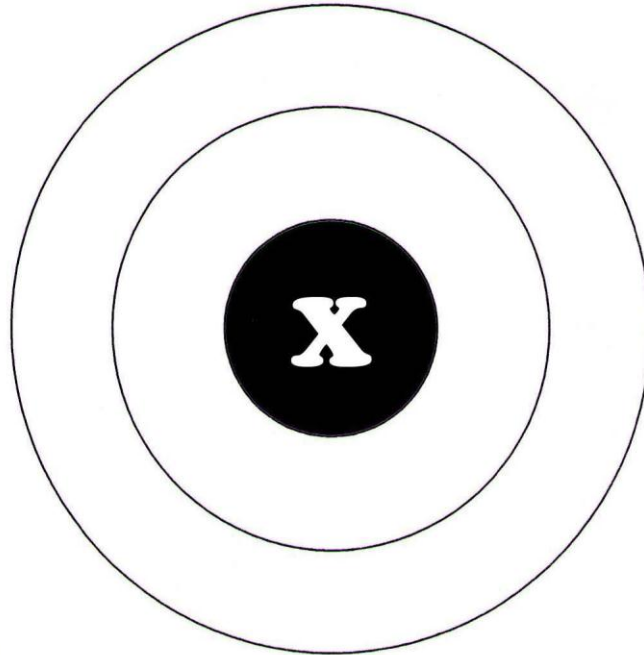
## Umarex Boys Club Gangsta Shoot (2)

Fire both pistols at the same time. 5 shots from the left pistol into the left target and 5 shots from the right pistol into the right target

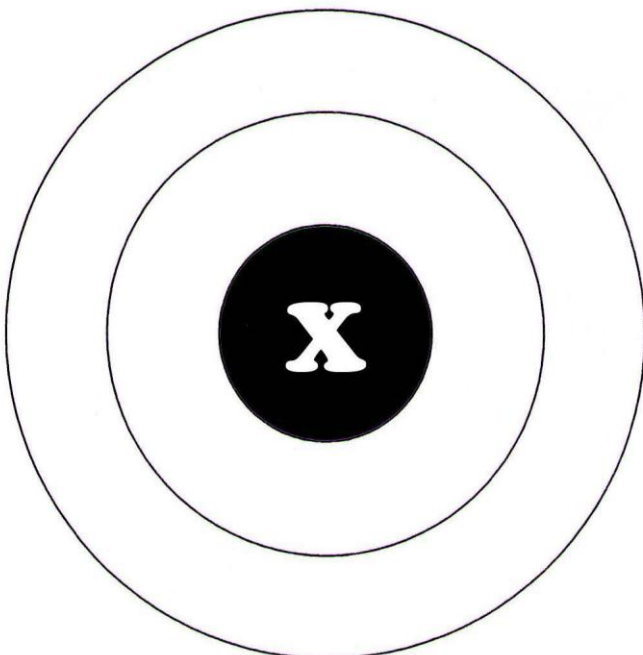




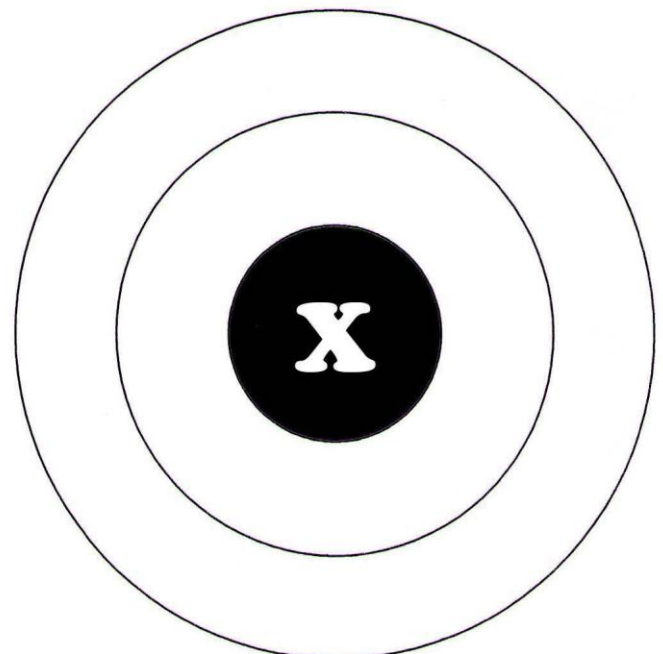
# Umarex Boys Club Gangsta Shoot (3)



Target A

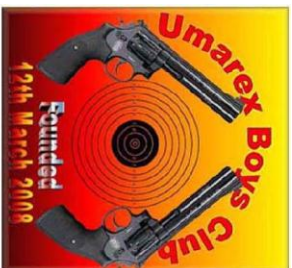


Target B



Target C

X Ring scores 10 points  
Middle Ring scores 8 points  
Outer Ring scores 5 points  
Scoring is inwards.  
Anywhere else is a non-scoring Zone



# Umarex Boys Club Gangsta Shoot (4)

Scoring is inward - and don't forget the guns score ZERO

Any hits on the wrong target and the highest scoring excess holes only  
score half

