

UBC LETHAL WEAPON THREE

A multi shot pistol will be required and the same gun must be used for all stages. Where the capacity of the pistol magazine means a reload will be needed, you will have to fit that in within the stated time limit. Choose your weapon carefully; an 18 round BB magazine may mean no need for a reload but a Umarex CP88 needing a reload is likely to be more accurate – the choice is yours.

STANCE

The targets are shot standing from 6 yards. This may be from a seated position if disability necessitates it. Pistols may be held single or double handed as preferred. Start with the pistol pointing 45 degrees to the ground and downrange with the safety disengaged. On the signal to **GO**, raise the pistol to the aim and start firing each string of shots. For timed events, cease firing at the **STOP** signal.

SCORING

Scoring is inward – you always score the higher value where the shot cuts a scoring line. The one exception to this is in stage 2 where you score 5 head shots and 5 body shots and you are allowed to allocate shots cutting the neck line (between 3 and 8) to fit in to this requirement.

Stage 1 - Use Target 1

You have 10 shots to fire with a 1 minute time limit. Spare magazines may be ready at your side if required and any magazine reload has to be made within the 1 minute.

Hits and scoring can be anywhere on the target.

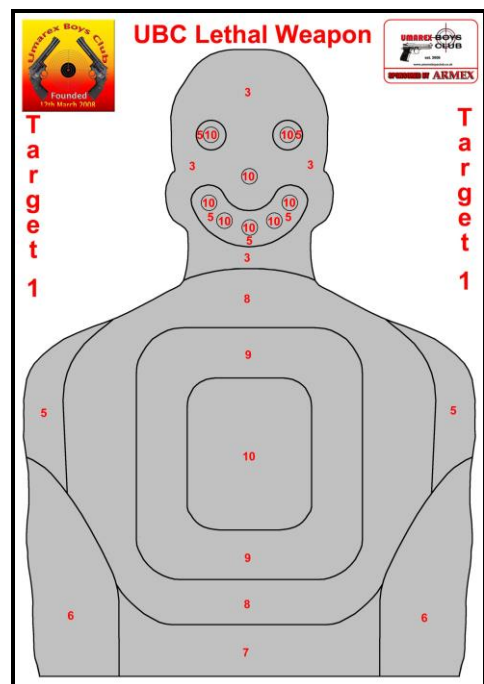
This gives a total of 10 shots. Max Score 100.

Stage 2 - Use Target 1

You have 10 shots again but only 30 seconds this time. Also you fire 5 shots at the body first followed by a second 5 shots at the head. Where a magazine reload is required (e.g. 8 shot Umarex) this has to be within the 30 seconds.

A maximum of 5 hits can be scored on the body and 5 on the head. Hits on the neckline (where 3 and 8 meet) can be allocated as needed to meet this requirement. With 6 (or more) hits in either head or body, you can score the highest 5.

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



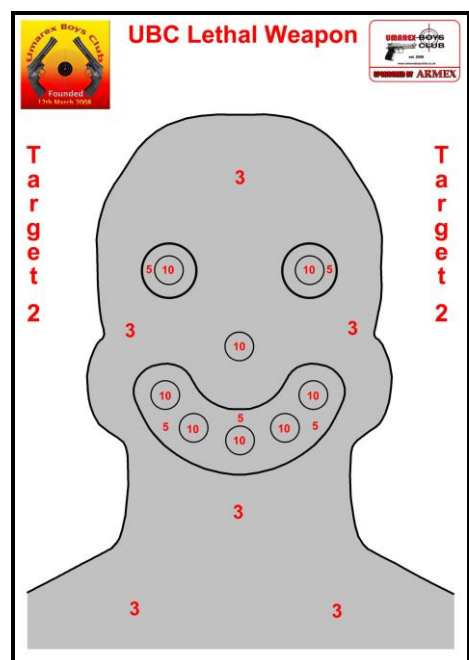
Stage 3 - Use Target 2

You have 10 shots to replicate the scene from the film and shoot a smily face. There is no time limit.

You can aim for the targets in any order but you must go for 2 shots at each eye; 1 shot at the nose and 5 shots to make the shape of the mouth.

ALL shots can be scored anywhere on the head/neck outline but the higher scores should show which competitors have produced the closest to the film's picture.

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

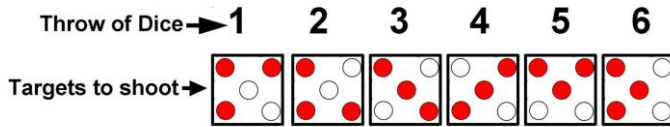


Stage 4. Use the Hostage Target

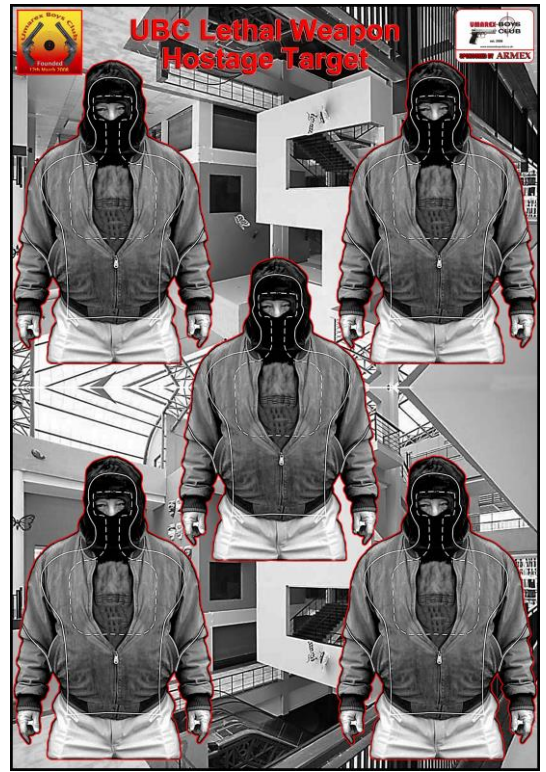
We have a group of 5 people. We know 3 are baddies but they are clever baddies because they have even dressed up their hostages to look like themselves to try to confuse us as to who is who. At first, in the shadows of a shopping precinct, it is quite difficult to get a good fix on the targets.

Luckily face recognition technology soon identifies the 3 bad guys
So we now know which 3 to shoot at.

Throw a dice to find the 3 red targets from the chart below.



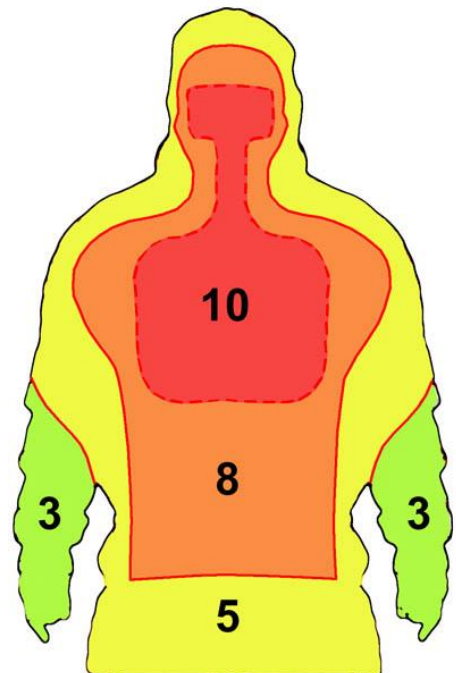
Using a timer, you have 6 seconds to come to aim and shoot the 3 baddies in the appropriate pattern depending on your dice throw. You have 5 throws of the dice and if you throw the same number on the dice again, you shoot the same pattern again. Score the 3 shots (you may then need to patch the target or use a fresh one) and then repeat 4 more times for a total of 15 shots.



Scoring and Penalties.

1. This is inward using the values on the diagram opposite.
2. Hits on an enemy (the red dots above) 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.



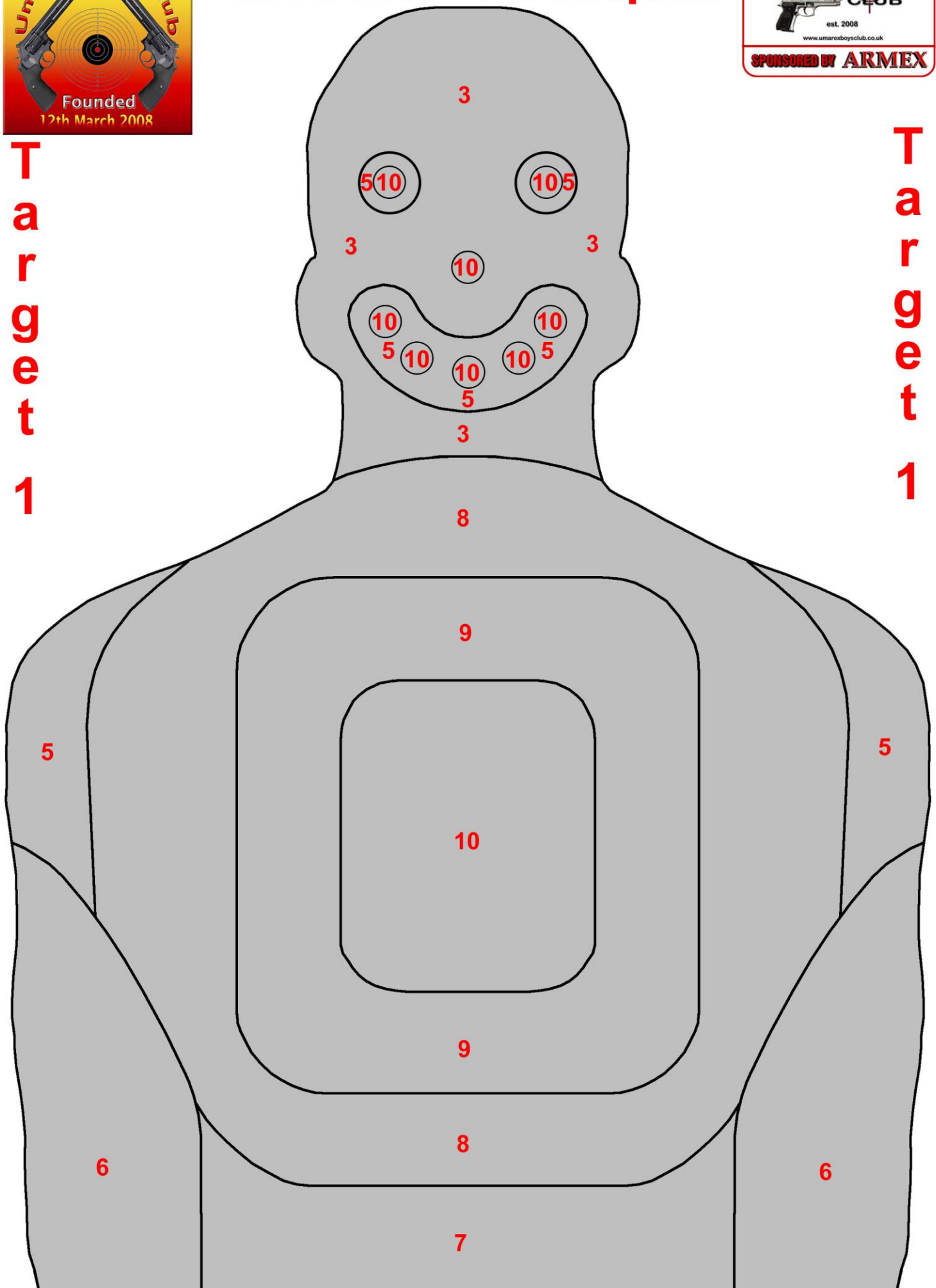


UBC Lethal Weapon



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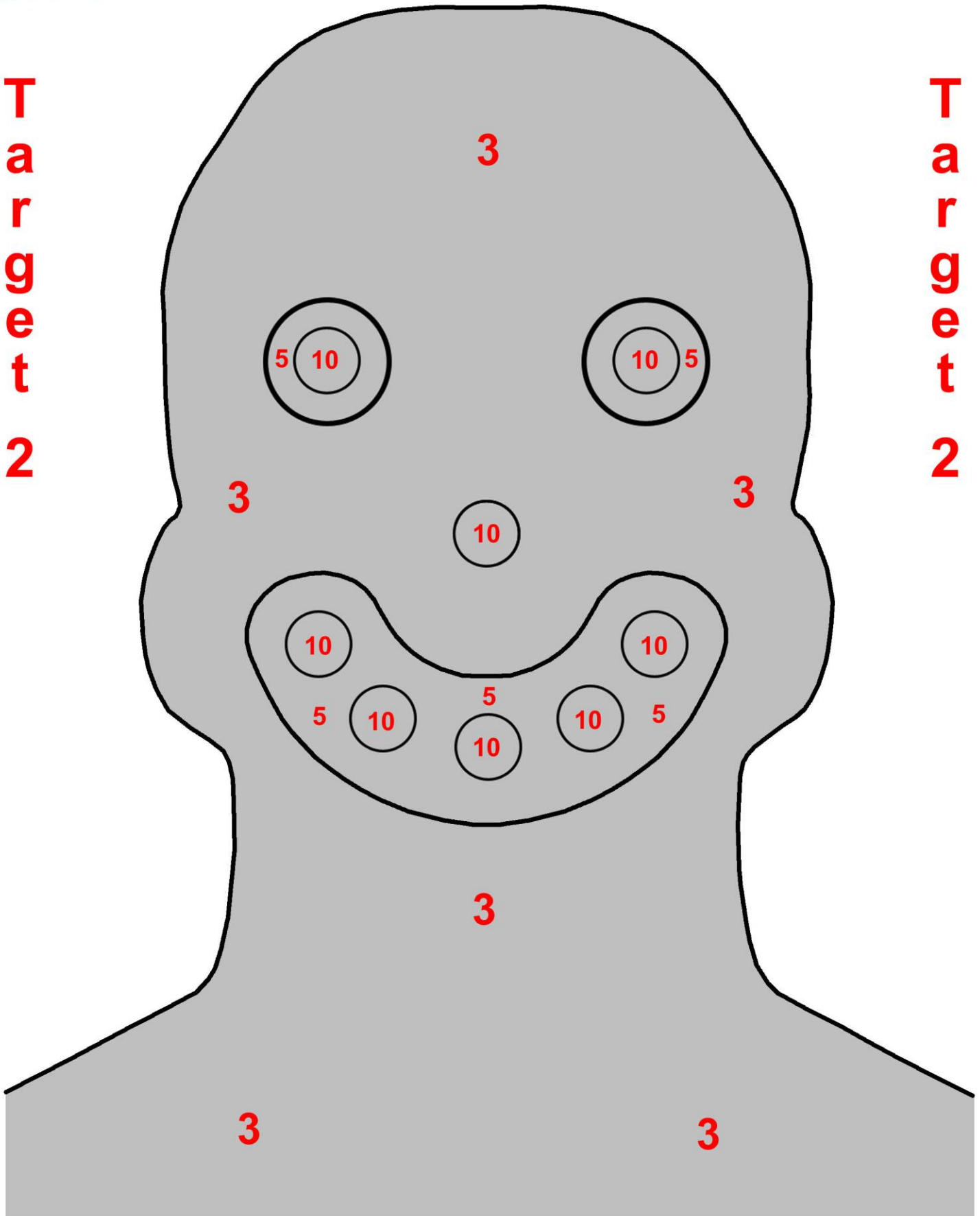


UBC Lethal Weapon



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UBC Lethal Weapon Hostage Target

