

Umarex Boys Club - New Police Pistol and Rifle Competitions as of 2017

As before, there will be two Pistol Competitions and two Rifle Competitions. Competitors may enter any one or more of these competitions each month.

Eligible Pistols

Any CO2, PCP or Airsoft multi shot pistol with a capacity of at least 6 rounds. For the BUGOR competition (**Back Up Gun Or Reload**) you have the choice of two simulations - a) Using a service pistol followed by a BUG (backup pocket pistol which must be no longer than 7.5 inches) or - b) you can use your service pistol for both parts and simulate emptying your magazine, ejecting it and reloading with a fresh magazine for the second string of 6 shots. Sights can be either Open or Optical (there is only one category this season).

Eligible Rifles

For the Rifle competition any Spring, SSP, CO2, PCP or Airsoft Rifle may be used. The Assault Rifle competition involves VERY rapid fire therefore any CO2, PCP or Airsoft multi shot rifle will be required. Open or Optical sights are allowed for both rifle competitions.

Targets

There are four new editions of the previous targets – Fedora, Paddy’s Angels, Car Window and Five Bad Guys. The dimensions are the same but the new issues should be downloaded from the Competition Website as required. They have been designed so that any coloured parts will print out suitably in draft black and white.

Range

All targets are shot at a range of 6 yards from target face to the leading toes on the firing line.

Stance

All shots are fired standing (or seated where disability requires) but no support to rifle or pistol is allowed. Pistols may be held single or double handed. The safety may be disengaged with finger on the trigger before the timer is started and, on the signal to GO, the appropriate number of shots is taken. At the start of the Police Rifle, Stage 1 event, the rifle may be cocked and loaded ready for the first shot. At the start of the Assault Rifle event the butt of the rifle may be resting in the shoulder “at the ready” with barrel pointed downwards at roughly 45 degrees to the ground.

Time Limits

These are given under the COF for each competition.

Notes on Scoring

All scoring is inward using the scores marked on the various zones on each target. Remember that on Paddy’s Angels a hit on or inside the outline of the hostage means losing ALL YOUR SCORE. On the Car Door target a hit on the door frame which also cuts into a scoring area gives you HALF that score. A hit completely inside the door or door frame scores ZERO. In Stage 1, Part 2 of the Police Pistol competition head shots are required – these have to be cutting or above the white “neck-line” on the target. You may be able to complete more than one stage on a single target (by patching shot holes before going on to another stage) or you may prefer to use a fresh target to avoid any confusion. Further details of scoring are also given under each competition.

Dates

Each round of the New Competitions will run for a full calendar month.

Results

These will be displayed on the Competition Website. There is a Score sheet provided on the Website to enable you to send results <mailto:capnwilliam@yahoo.com>

Courses of Fire for Police Competitions.

1. POLICE PISTOL COMPETITION

Stage One

Part 1. FEDORA TARGET - 6 rounds to be shot as 3 double taps.

Start with pistol pointed down at 45 degrees and on the signal to GO raise the pistol to the aim and fire 2 shots as a double tap in 3 seconds. Lower the pistol to 45 degrees for 5 seconds then raise and fire 2 more shots in 3 seconds followed by a final lowering of the pistol for 5 seconds and the raise for the last double tap in 3 seconds and STOP. The total elapsed time from GO to STOP will be 19 seconds.

Scoring is straightforward inward scoring. Any shot(s) fired outside the 3 second firing window means deducting your highest scoring shot(s).

Maximum possible score = 60.

Part 2. FEDORA TARGET - This time the assailant is wearing body armour (up to the white neck-line on the target). 6 rounds to be fired as 2 strings of 3 shots.

Start with pistol pointed down at 45 degrees and on the signal to GO you have 5 seconds to raise the pistol to the aim and fire 2 shots (double tap) in the chest area followed by 1 shot to the head.

After a short rest repeat a second string of 3 shots in 5 seconds in the same way.

Scoring is inward and all shots count. Any shot fired outside the 5 seconds means removing one head shot (as this would have been your last shot of the string). At least 2 head shots should be scoring (by cutting or striking above the white neck-line). If there is only ONE scoring head shot, you lose half your score and if there are NO scoring head shots you only get a quarter of your score (It is the head shots that will be doing most harm).

Maximum possible score = 60.

Stage Two.

PADDY'S ANGELS TARGET - 6 shots to be fired in 12 seconds.

Start with pistol pointed down at 45 degrees and on the signal to GO fire 2 shots into the left bad guy then 2 shots into the right bad guy followed by a single shot back at the left target and then a final single shot at the right target.

Scoring is inward.

Penalties 1. Hit the hostage (cutting or inside the outline) and any score you have is reduced to ZERO. 2. If there are more than 3 shots in one bad guy you can only score the LOWEST 3. 3. Any shot(s) after 12 seconds means deducting your highest scoring hit(s). 4. If one of the bad guys has NO hits then you halve any score you have (this includes no hits because of rule 3).

Maximum possible score = 60

Maximum overall score for Police Pistol = 180.

Courses of Fire for Police Competitions.

2. BUGOR (Back Up Gun Or Reload) COMPETITION

Stage One. FEDORA TARGET – 6 rounds to be shot from the Service Pistol then switch to the Pocket Pistol for 6 more rounds. Alternatively, use your service pistol for the first 6 rounds then eject the magazine and reload with a fresh loaded magazine and fire another 6 rounds from the service pistol. Total time allowed for the 12 shots is 30 seconds.

Start with Service pistol pointed down at 45 degrees (with Pocket pistol holstered or resting safely within reach nearby ready for the change over – If you are using the RELOAD scenario then a loaded magazine should similarly be ready within reach).

On the signal to GO raise the Service pistol and fire 6 rounds then switch to the Pocket pistol (or reload the fresh magazine) and fire a further 6 rounds. STOP at 30 seconds.

Scoring is straightforward inward. Any shot(s) fired after the STOP at 30 seconds means deducting your highest scoring hit(s).

Maximum possible score = 120

Stage Two. CAR DOOR TARGET – Using either the Service Pistol or the Pocket Pistol (if available), 6 shots are to be fired, each in a 2 second period with 5 seconds rest between each shot.

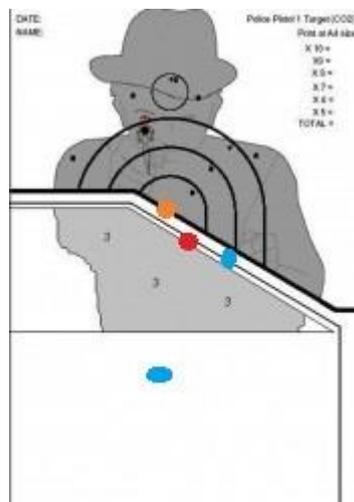
Start with Pistol pointed down at 45 degrees and on the signal to GO raise pistol to the aim and fire one shot within 2 seconds then lower the pistol for 5 seconds before repeating this action 5 more times.

Total elapsed time from GO to STOP will be 37 seconds.

Scoring is straightforward inwards with deduction of shot(s) after the STOP at 37 seconds. Shots on the door frame which also cut into a scoring area gives you **HALF** that score (ricochets still hurt). A hit completely inside the door or door frame counts **ZERO**.

Maximum possible score = 60

Maximum overall score for Pocket Pistol = 180



Orange = 4.5 as the pellet is striking the Door Frame and the 9
Red = 1.5 as the pellet is striking the Door Frame and the 3
Blue = 0 as has struck the door

Courses of Fire for Police Competitions.

3. POLICE RIFLE COMPETITION

Stage One. CAR DOOR TARGET - 5 rounds to be fired with a time limit of 60 seconds.

Scoring is inward (with the same rule as Stage 2 of Pocket Pistol for hits on the door frame i.e. half the score or ZERO depending on placement).

Maximum possible score = 50

Stage Two. POLICE RIFLE TARGET – 5 rounds to be fired with no time limit – one shot at each bad guy. (Note – this target could easily be reused for Stage 2 of the Assault Rifle comp. by patching).

Scoring is inward on the blue/red areas as shown opposite (lower legs, shoulders and bits of ears – shaded green – score ZERO).

Maximum possible score = 50

Overall Maximum possible score = 100



4. ASSAULT RIFLE COMPETITION

Stage One. CAR DOOR TARGET – 5 rounds rapid fire in 6 seconds.

Stand with rifle butt resting at the ready in shoulder and barrel pointed at 45 degrees to the ground. On GO raise to the aim and fire 5 shots – STOP at 6 seconds.

Scoring is as for Stage 2 of Pocket Pistol with deduction(s) for any shot(s) after 6 seconds.

Maximum possible score = 50.

Stage Two. POLICE RIFLE TARGET – 5 rounds rapid fire, one shot into each bad guy (any order) in 6 seconds.

Stand with rifle butt resting at the ready in shoulder and barrel pointed at 45 degrees to the ground. On GO raise to the aim and fire 5 shots, one into each of the 5 bad guys – STOP at 6 seconds.

Scoring is as for Stage 2 of the Police Rifle comp. with deductions of score(s) on the last bad guy(s) fired at if there are any shot(s) after 6 seconds.

Maximum possible score = 50

Overall Maximum possible score = 100