



Ministry of the Umarex Boy's Club official communication

TOP SECRET

World War II themed side-shoot

Eligible guns: Any World War II era pistol or rifle (see appendix I for rifle course of fire)

Distance: 6yds standing, unsupported. 1 or 2 handed

No of shots: 30

Maximum scores: Round 1-12; Round 2-24; Round 3-150; Total 186

Round 1

You are a new recruit and will need to demonstrate your ability to use your pistol effectively. You may have one practice card and then once you decide to enter the competition you must complete all rounds sequentially.

Load the pistol with 12 rounds and make ready. If your pistol cannot hold 12 rounds you may reload. Fire 2 shots into each 'Tin Hat' target roundel. You will score 1 point for each hit on the target and 0 points for a miss. There is no time limit and scoring is inward.

Maximum score is 12 points

Round 2 (Rifle shooters refer to Appendix I for COF and target)

You must now demonstrate both accuracy and speed.

You will need a timer for this round.

You have 3 seconds to fire 2 shots into each of the 'snaphooting targets' with a 5 second rest in between.

Load the pistol with 8 rounds. For revolvers you may reload for the last string of 2 shots.

Start with the pistol made ready and at a 45 degree angle. When the timer starts raise the pistol and fire 2 shots into the first target in 3 seconds. You may start on the right or the left.

Return to the 45 degree angle and rest for 5 seconds. Repeat this for a further 3 strings of 2 shots (a pause for revolvers to reload is permitted)

Scoring is inward and is dependent on the area of the target which is hit.

Maximum score is 24 points

Round 3

You are now in the theatre of war and must be able to hit a variety of targets with precision.

You may shoot the targets in any order but must take a minimum of 2 shots per target.

The score for the central section of the target is displayed and a hit on the outer silhouette scores 5 points.

Load the pistol with 10 rounds. Shoot the targets in any order with no time limit.

If you hit all 4 targets with 8 shots then you may choose where to fire the remaining 2 shots to get bonus points.

If you do not hit any part of a target with a minimum of 2 shots you will lose the maximum score for that target, e.g. if you only hit the aircraft target once you will lose 20 points.

Scoring is inward.

Maximum score is 150 but it is highly unlikely this will be achieved. If you have 2 spare shots then use them wisely to maximise points.

You are now ready for battle. Your country needs you.

End of communication



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APPENDIX I

Users of service rifles

Distance is 6yds standing and unsupported

Open sights only

Round 1

Follow the same course of fire but you must hit the black to score 1 point.

0 points for hitting the target in any other area. Scoring is inward. Maximum score is 12 points.

Round 2

You must use the Rifle Range target for this round.

Fire 1 shot at each of the targets. They are based on the Solano training target and are designed to replicate a more realistic form which will be expected to be engaged in a battle scenario.

Scores are indicated for each range out to 500yds. Each hit will score the number of points for that range, e.g. 100yds scores 100 points and 500yds scores 500 points. Maximum score is 3100 points and scoring is inward.

Round 3

Follow the same course of fire. You will be expected to score highly in this round and you must be aware that any misses are likely to be costly.

End of communication



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APPENDIX II

LIST OF ELIGIBLE SERVICE WEAPONS

USA

COLT M1911A1, THOMPSON (ALL VERSIONS), M3 'GREASE GUN', M1/M2 CARBINE, M1 GARAND

BRITISH EMPIRE

WEBLEY MKVI, STEN GUN, ENFIELD RIFLE (ALL VERSIONS)

SOVIET UNION

M1895 NAGANT, TT-33 'TOKAREV', MOSIN-NAGANT (ALL VERSIONS)

GERMANY

P08 'LUGER', WALTHER P38, WALTHER PPK, MAUSER C96, MAUSER KARABINER K98, MP40

EMPIRE OF JAPAN

NAMBU PISTOL (ALL VERSIONS)

This list is not intended to be exhaustive but is representative of service weapons available in airgun/airsoft calibres. If a competitor wishes to use a weapon not included here they must obtain clarification of eligibility prior to completing the competition.