

RULES: IPSC ACTION AIR
 TITLE: DEAD END
 TYPE: LONG
 TARGET: 11 IPSC 8 PP 0 P 4 NS
 Number of projectiles to be scored/Points: 30 RDS / 150 PTS
 GUN CONDITION: Holster

START POSITION: Facing down range, Heels on mark, Hands relaxed at sides.

TIME START: Audible

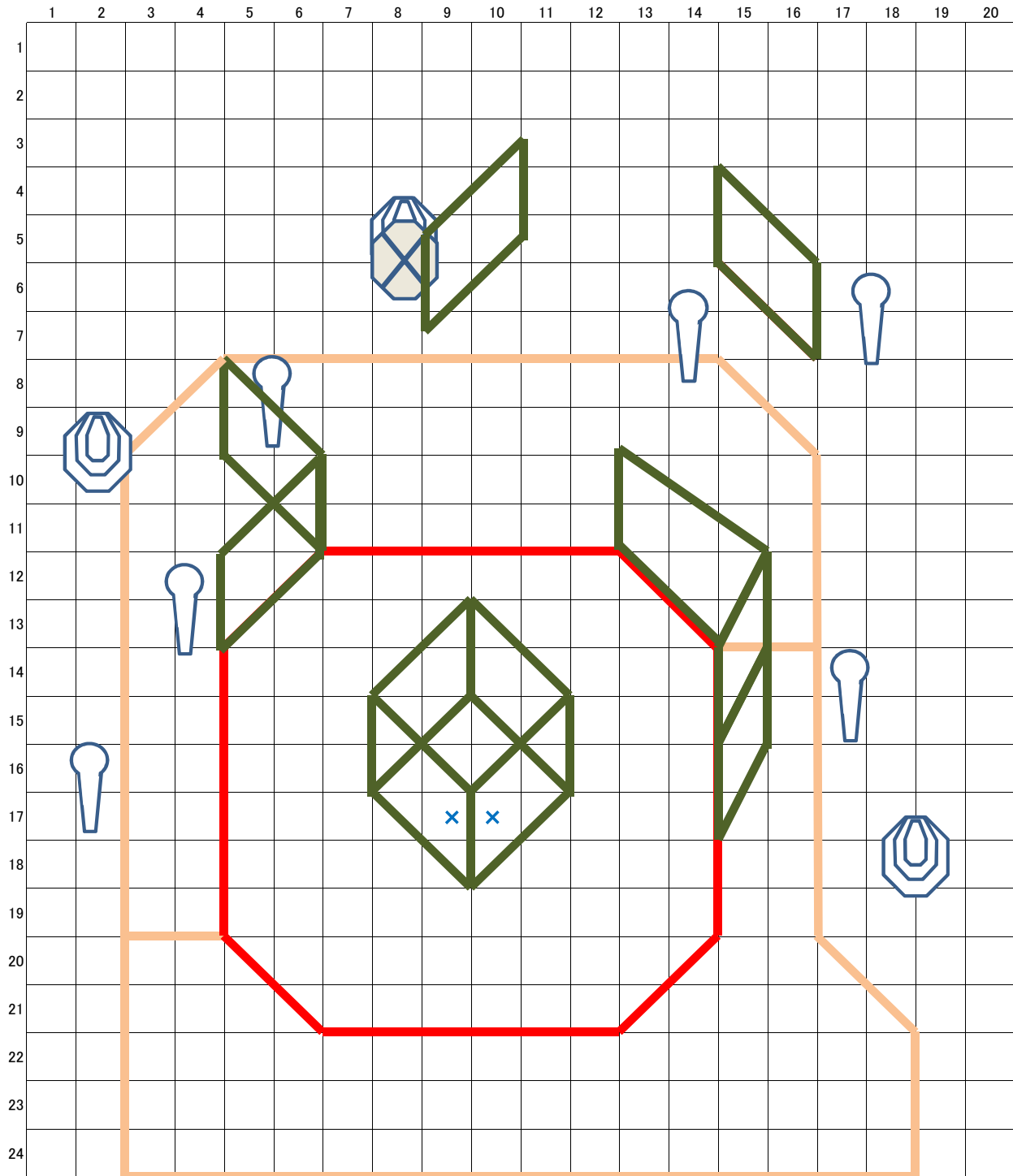
ROCEDURE: After signal, engage all targets visible from within the designated area.

REMARK: (1) Swinging target T1 is activated by P1
 (2) T1 will remain visible at rest.
 (3) Turning target T2 is activated by P2
 (4) T2 will remain visible at rest.

Stage: 02

IPSC Action Air DVC雷神15

2019.10.27



RULES: IPSC ACTION AIR
TITLE: DOUNUT
TYPE: SHORT
TARGET: 3 IPSC 6 PP 0 P 1 NS
Number of projectiles to be scored/Points: 12 RDS / 60 PTS
GUN CONDITION: Holster

START POSITION: Both hand tuch on mark,Facing down range,

TIME START: Audible

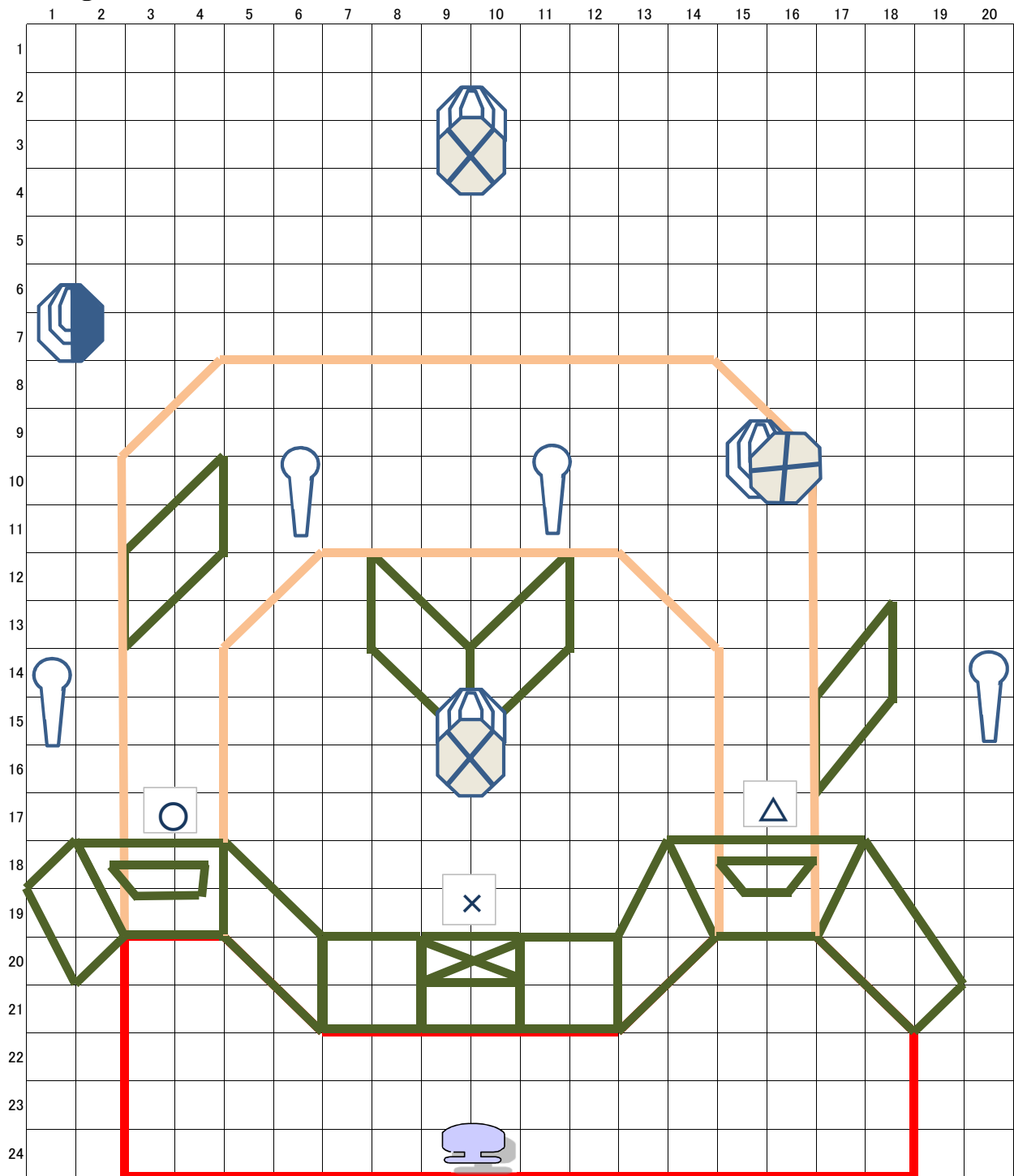
ROCEDURE: After signal,engage all targets visible from with in the designated area.

REMARK:

Stage: 03

IPSC Action Air DVC雷神15

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RULES: IPSC ACTION AIR
TITLE: HEDGE
TYPE: MEDIUM
TARGET: 4 IPSC 4 PP 0 P 3 NS
Number of projectiles to be scored/Points: 12 RDS / 60 PTS
GUN CONDITION: Holster

START POSITION: Sit on chair, facing down range, both hand on lap.

TIME START: Audible

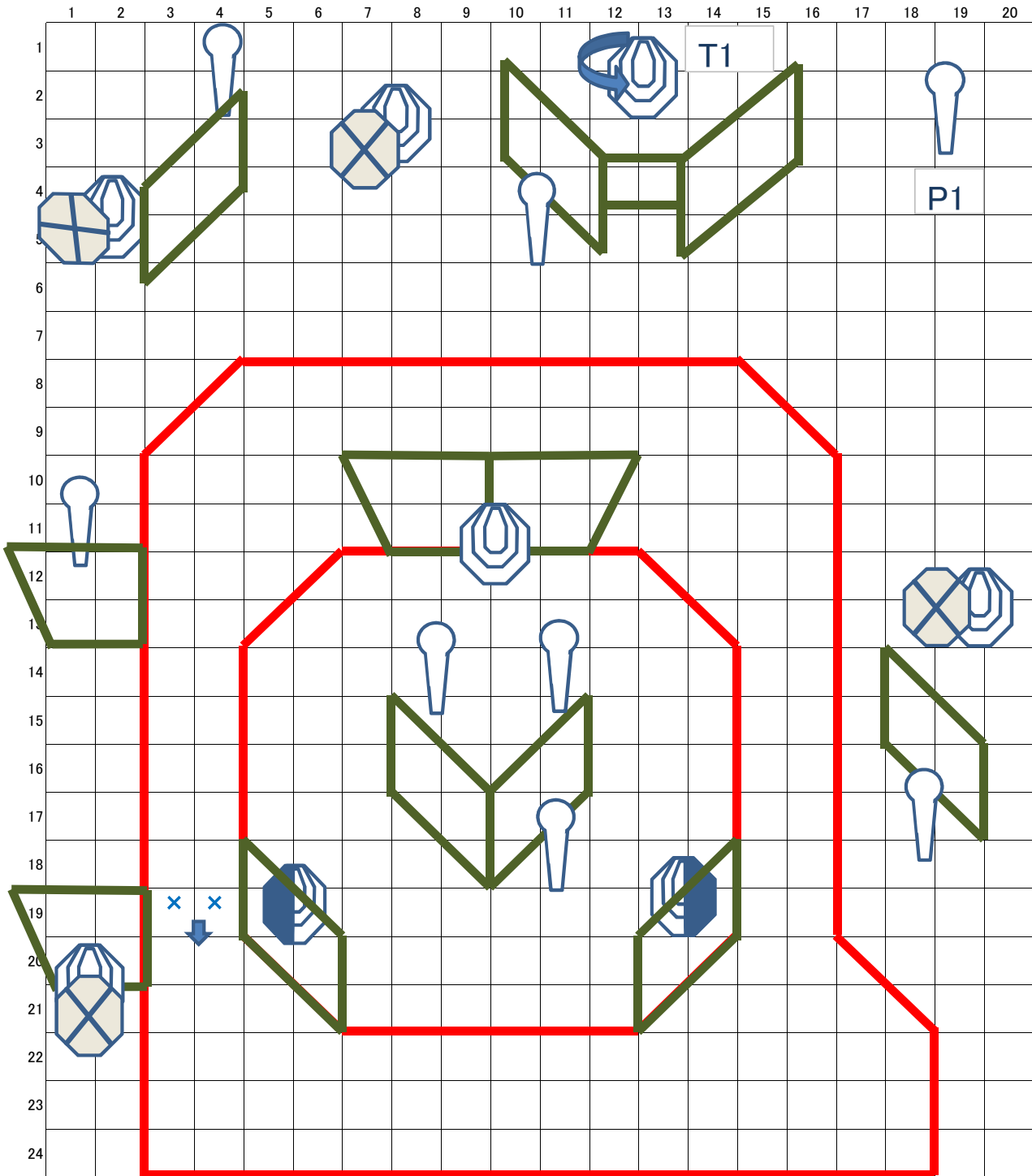
ROCEDURE: After signal, engage all targets visible from with in the designated area.

REMARK: くじ引きを引いておき、ブザー後に確認して、同じマークのウインドウから撃ち始めること

Stage: 04

IPSC Action Air DVC雷神15

2019.10.27



RULES: IPSC ACTION AIR
 TITLE: BIG DOUNUT
 TYPE: MEDIUM
 TARGET: 8 IPSC 8 PP 0 P 4 NS
 Number of projectiles to be scored/Points: 24 RDS / 120 PTS
 GUN CONDITION: Holster

START POSITION: Facing up range, Heels on mark, Hands relaxed at sides.

TIME START: Audible

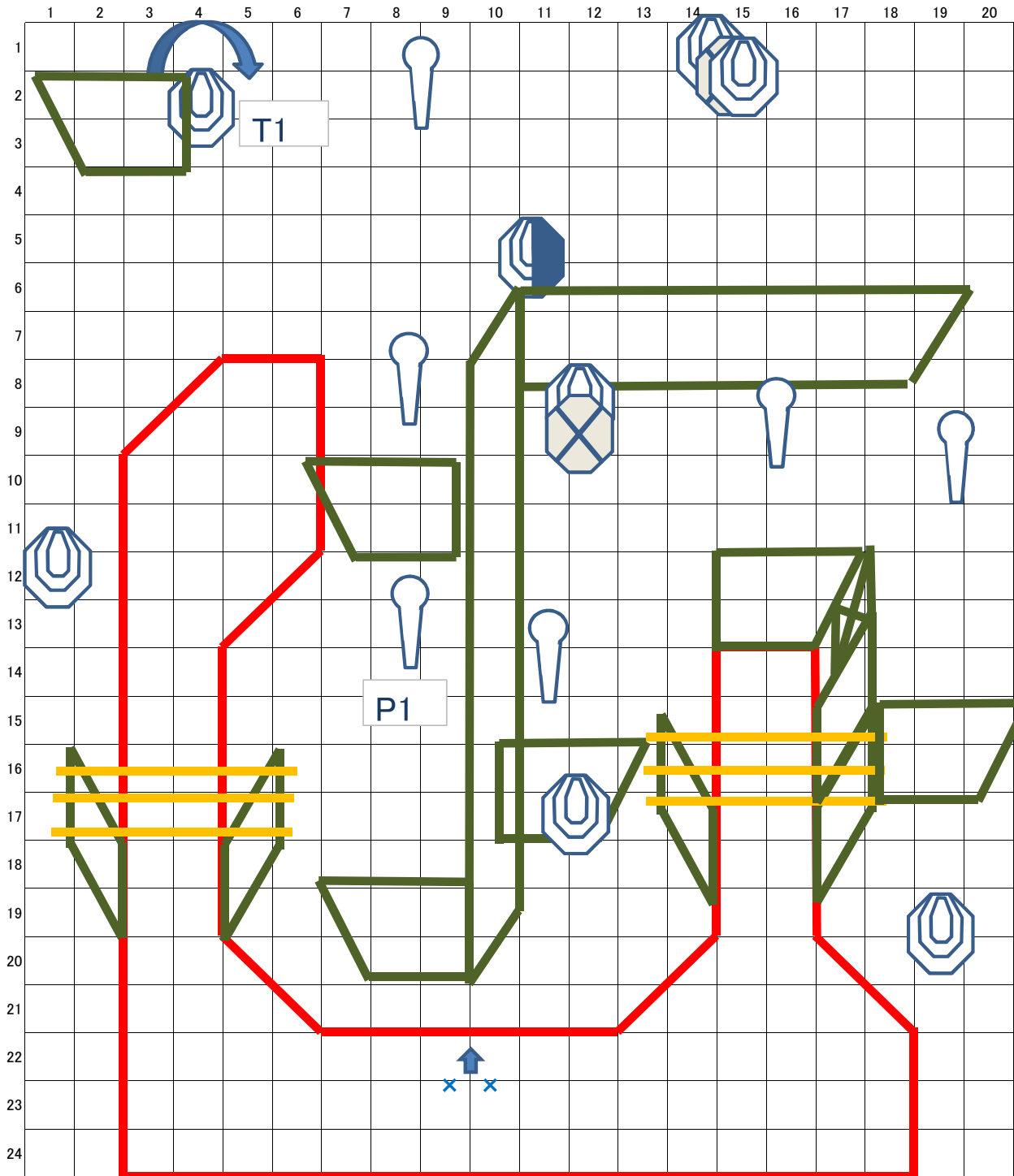
ROCEDURE: After signal, engage all targets visible from with in the designated area.

REMARK: (1) Turning target T1 is activated by P1
 (2) T1 will remain visible at rest.

Stage: 06

IPSC Action Air DVC雷神15

2019.10.27



RULES: IPSC ACTION AIR
TITLE: Cooper tunnel after a long time
TYPE: MEDIUM
TARGET: 8 IPSC 6 PP 0 P 2 NS
Number of projectiles to be scored/Points: 22 projectile / 110 pts
GUN CONDITION: Holster

START POSITION: Facing down range, Heels on mark, Hands relaxed at sides.

TIME START: Audible

ROCEDURE: After signal, engage all targets visible from within the designated area.

REMARK: (1) Swinging target T1 is activated by P1
(2) T1 will remain visible at rest.