

RULES: IPSC ACTION AIR
 TITLE: PATAN,PATAN
 TYPE: SHORT
 TARGET: 6 IPSC 0 PP 0 P
 Number of projectiles to be scored/Points: 6 RDS / 30 PTS
 GUN CONDITION: Chamber empty,Mag no inserted

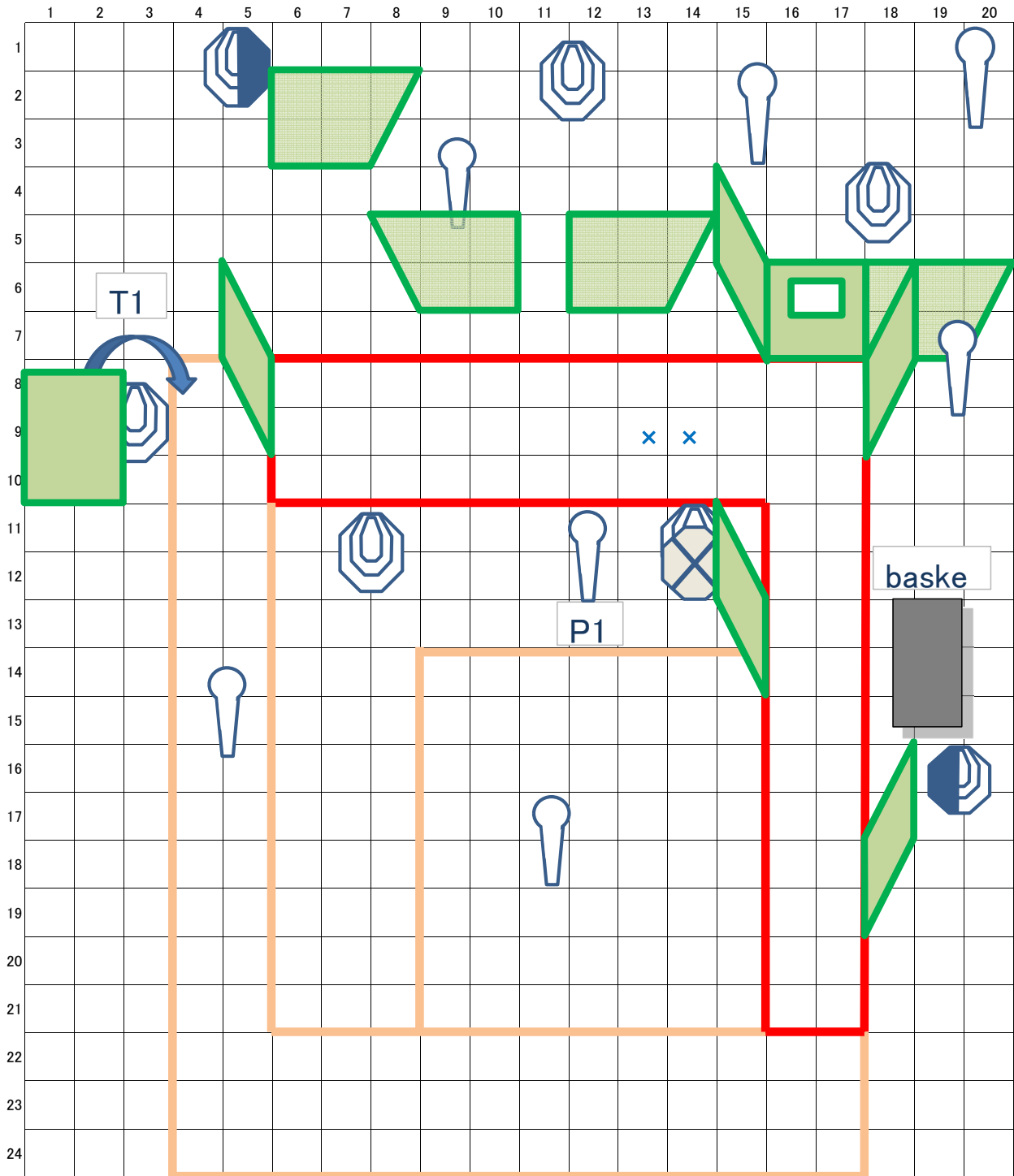
START POSITION: Flatted on table,
 Placed all mags on table to be used.
 Facing down range,Heels on mark,Hands relaxed at sides.
 TIME START: Audible

ROCEDURE: After signal,engage all targets visible from with in the designated area.
 Number of projectiles to be scored / 6
 REMARK: (1) Turning target T1•T2 is activated by P
 (2) T1•T2 will not remain visible at rest.

Stage: 03

IPSC Action Air DVC雷神16

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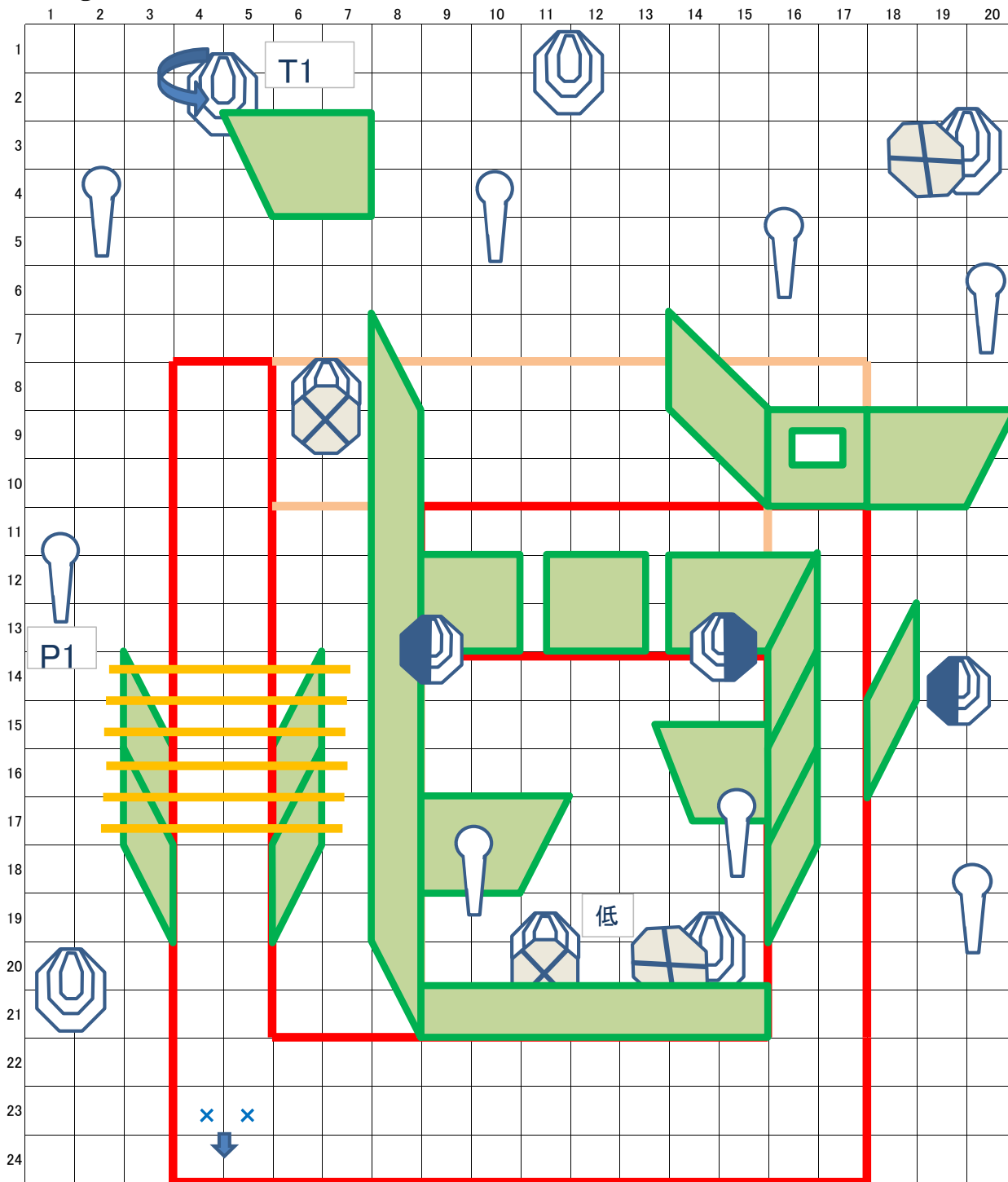
RULES: IPSC ACTION AIR
TITLE: TURN L
TYPE: MEDIUM
TARGET: 7 IPSC 7 PP 0 P
Number of projectiles to be scored/Points: 21 RDS / 105 PTS
GUN CONDITION: Holster

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

TIME START: Audible

ROCEDURE: After signal, engage all targets visible from with in the designated area. keep ball with weak hand while shooting or put the ball in the basket

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



RULES: IPSC ACTION AIR
 TITLE: Cooper tunnel after a long time
 TYPE: LONG
 TARGET: 10 IPSC 8 PP 0 P
 Number of projectiles to be scored/Points: 28 projectile / 140 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 within the designated area.

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