

IPSC ACTION AIR RULES: TITLE: PATAN, PATAN

SHORT TYPE:

TARGET: 6 IPSC 0 PP

Number of projectiles to be scored/Points: 6 RDS /
GUN CONDITION: Chamber empty,Mag no inserted **30** PTS

START POSITION: Flatted on table,

Placed all mags on table to be used.

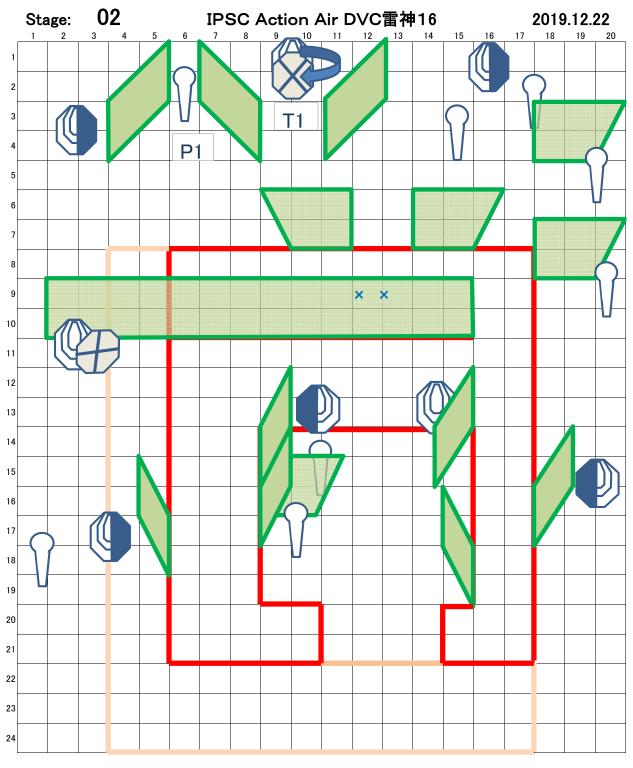
Facing down range, Heels on mark, Hands relaxed at sides.

Audible TIME START:

REMARK:

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

Number of projectiles to be scored / 6
(1) Turning target T1 T2 is activated by P (2) T1 • T2 will not remain visible at rest.



RULES: IPSC ACTION AIR

TITLE: 2WAY
TYPE: MEDIUM

TARGET: 8 IPSC 8 PP 0 P

Number of projectiles to be scored/Points: 24 RDS / 120 PTS

GUN CONDITION: Holster

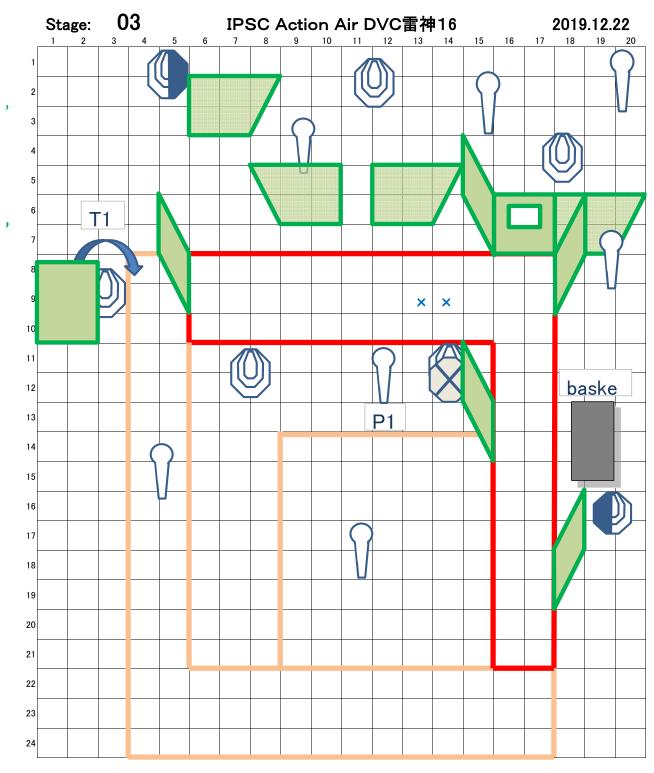
START POSITION: Both hand tuch on mark, Facing down range,

TIME START: Audible

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

REMARK: (1) Turning target T1 is activated by P1

(2) T1 will remain visible at rest.



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.

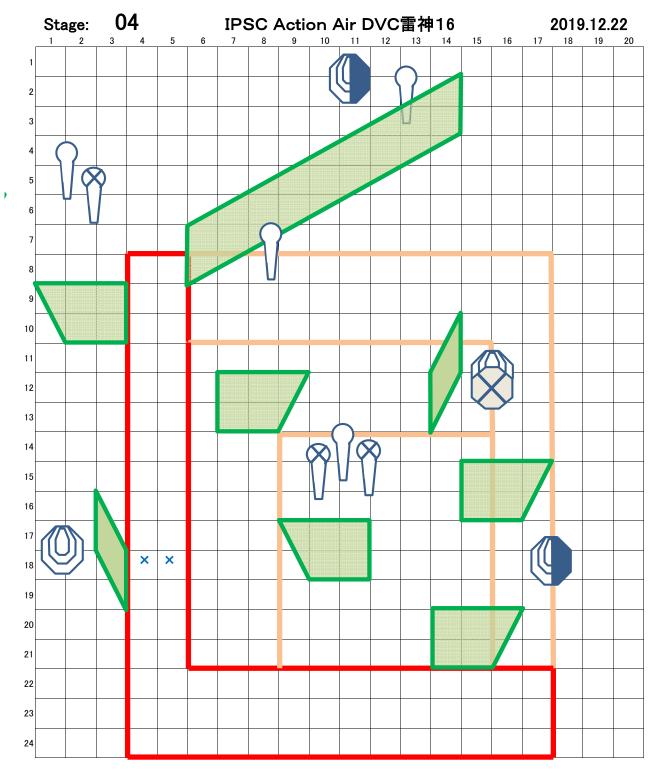
TIME START: Audible

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.



IPSC ACTION AIR RULES:

TITLE:

TYPE: **SHORT**

4 IPSC 4 PP TARGET:

Number of projectiles to be scored/Points: 12 RDS / 60 PTS

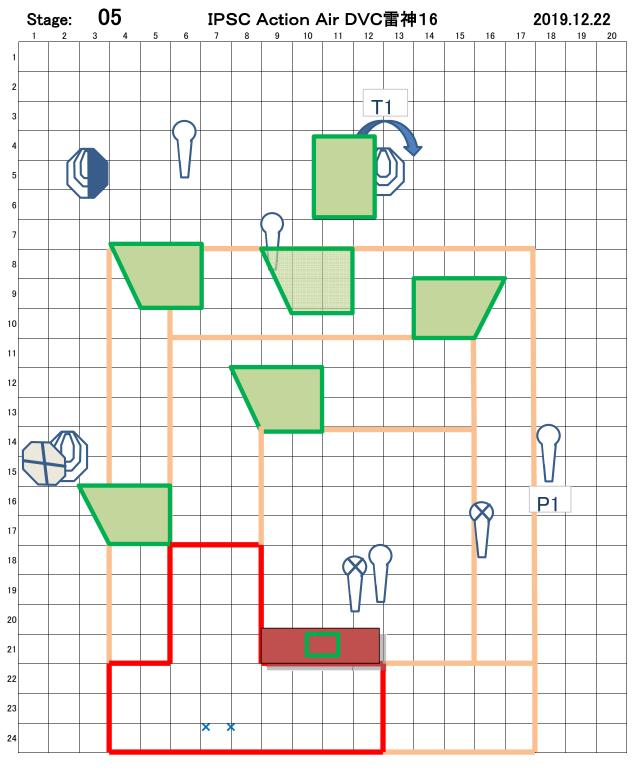
GUN CONDITION: Holster

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.

REMARK:



IPSC ACTION AIR RULES:

TITLE: TOTU **SHORT** TYPE:

3 IPSC 4 PP 0 P TARGET:

Number of projectiles to be scored/Points: 10 RDS /
GUN CONDITION: Chamber empty,Mag no inserted 50 PTS

START POSITION: Flatted on table,

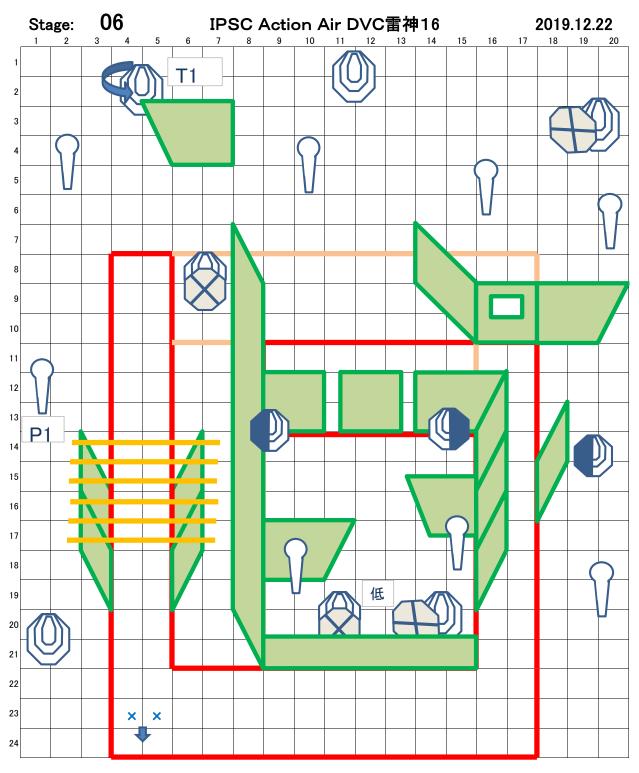
Hands relaxed at sides.

TIME START: **Audible**

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

REMARK: (1) Swinging 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

10 IPSC 8 PP TARGET:

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 with in the designated area.

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