



## The Umarex Boys Club

### Advanced Pistol Marksman Award Scheme

The UBC Advanced Pistol Marksman Award has been designed to encourage those members of the UBC who have successfully completed the full course of the Marksman Award Scheme to use the skills and marksmanship they have developed in a further course of events which are based on Action Pistol courses of fire.

#### Rules

Detailed rules and requirements for this Award are on the website but a summary is listed in this leaflet.

#### Pistols

Any multi-shot airsoft, CO2 or TAC pistol based upon a real steel revolver or auto pistol can be used.

#### Targets

A selection of the targets opposite (numbered 1 to 7) will be used.

#### Awards

There are 5 certificates to be awarded for successfully completing each level of the Scheme:

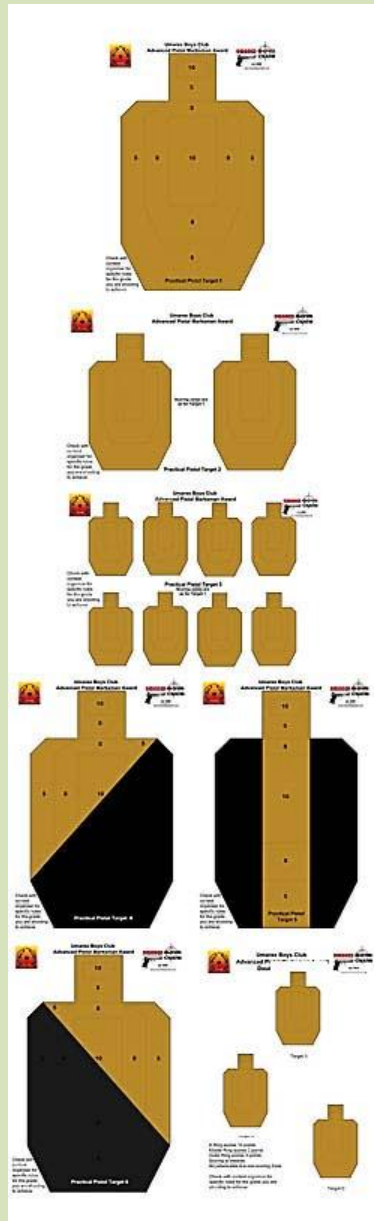
**Marksman, Sharpshooter, Expert, Master and High Master.**

After completing these five, monthly awards, the participant is eligible to enter a competition using the skills they have developed. There will be certificates awarded to all taking part in this **Mission Impossible** (see details separate from this leaflet).

#### Courses of Fire

Participants can start on the first level at any time but can only submit scores from one level each month for entry into the database and the award of a scheme certificate for that level.

All targets will be shot from 6 yards. The course of fire for each level is conducted in two stages. Each stage involves 2 different targets. Each stage must be completed in the same session (with at least the minimum scores required to be obtained on BOTH targets) to qualify as a completed stage.



Stages 1 and 2 may be fired on separate days during the month (or can be fired in the same session if so desired). Stages 1 and 2 form one complete course of fire. Levels 1 to 3 of the Award Scheme require 3 completed courses of fire with the minimum scores (or better) achieved at each stage. Levels 4 and 5 only require 2 completed courses of fire

with the minimum scores (or better) achieved at each stage.

#### Month 1 - APMA Marksman

**Position** –Pistol is held 1 or 2 handed at the “ready” from a standing position.

**Stage 1.** (Targets 7 and 1)

**Target 7.** Set timer for 12 seconds

6 shots as 3 double taps (2 each on Targets A, B, and C).

**Target 1.** Set timer for 10 seconds

6 shots to be fired

A minimum score of 40 must be achieved on Target 7 and a minimum of 50 scored on Target 1. (both shot in the same session).

**Stage 2.** (Targets 2 and 3)

**Target 2.** Set timer for 20 seconds

6 shots to be fired at the left target and 6 shots at the right target.

One magazine reload is mandatory.

**Target 3.** Set timer for 40 seconds

Select any 6 out of the 8 targets and fire 2 shots into each one of the 6.

One magazine reload is mandatory.

A minimum score of 80 must be achieved on each of targets 2 and 3 (both shot in the same session).

**For the following 4 awards either a holster may be used or the pistol and any magazines necessary for reloading will be placed at least 1 foot away from the participant’s body.**

## Month 2 – APMA Sharpshooter

### Stage 1. (Targets 7 and 1)

#### Target 7. Set timer for 12 seconds

6 shots as 3 double taps (2 each on Targets A, B, and C).

#### Target 1. Set timer for 10 seconds

6 shots to be fired

A minimum score of 48 must be achieved on Target 7 and a minimum of 54 scored on Target 1. (both shot in the same session).

### Stage 2. (Targets 2 and 3)

#### Target 2. Set timer for 20 seconds

6 shots to be fired at the left target and 6 shots at the right target.

One magazine reload is mandatory.

#### Target 3. Set timer for 40 seconds

Select any 6 out of the 8 targets and fire 2 shots into each one of the 6.

One magazine reload is mandatory.

A minimum score of 100 must be achieved on target 2 and a minimum score of 90 on target 3 (both shot in the same session).

## Month 3 – APMA Expert

### Stage 1. (Targets 7 and 4)

#### Target 7. Set timer for 10 seconds

6 shots as 3 double taps (2 each on Targets A, B, and C).

#### Target 4. Set timer for 10 seconds

6 shots to be fired (2 to the head and 4 to the body)

A minimum score of 54 must be achieved on Target 7 and a minimum of 40 scored on Target 4. (both shot in the same session).

### Stage 2. (Targets 2 and 3)

#### Target 2. Set timer for 30 seconds

6 shots to be fired at the left target and 6 shots at the right target (in

each case, 2 shots to the head and 4 to the body).

One magazine reload is mandatory.

#### Target 3. Set timer for 30 seconds

Select any 6 out of the 8 targets and fire 2 shots into each one of the 6.

One magazine reload is mandatory.

A minimum score of 74 must be achieved on target 2 and a minimum score of 95 on target 3 (both shot in the same session).

## Month 4 – APMA Master

### Stage 1. (Targets 7 and 5)

#### Target 7. Set timer for 8 seconds

6 shots as 3 double taps (2 each on Targets A, B, and C).

#### Target 5. Set timer for 10 seconds

6 shots to be fired (2 to the head and 4 to the body)

A minimum score of 54 must be achieved on Target 7 and a minimum of 40 scored on Target 5. (both shot in the same session).

### Stage 2. (Targets 2 and 3)

#### Target 2. Set timer for 20 seconds

6 shots to be fired at the left target and 6 shots at the right target (in each case, 2 shots to the head and 4 to the body). 1<sup>st</sup> string of 6 shots is two handed, 2<sup>nd</sup> string of 6 shots use strong hand only.

One magazine reload is mandatory.

#### Target 3. Set timer for 40 seconds

Use all 8 targets; 2 shots to each of the first 7 then 4 shots in the last target (a total of 18 shots).

Two magazine reloads mandatory.

A minimum score of 74 must be achieved on target 2 and a minimum score of 130 on target 3 (both shot in the same session).

## Month 5 – APMA High Master

### Stage 1. (Targets 7 and 6)

#### Target 7. Set timer for 20 seconds

2 strings of 6 shots as 2 x 3 double taps (2 each on Targets A, B, and C then repeat 2 each on Targets A, B, and C). One magazine reload is mandatory.

#### Target 6. Set timer for 20 seconds

2 strings of 6 shots to be fired (2 to the head and 4 to the body, reload and fire 2 to the head and 4 to the body again). One magazine reload is mandatory.

A minimum score of 80 must be achieved on each of Target 7 and Target 6. (both shot in the same session).

### Stage 2. (Targets 2 and 3)

#### Target 2. Set timer for 30 seconds

18 shots to be fired in 3 strings of 6. (All hits score, anywhere on each target – head or body). Two magazine reloads mandatory.

1<sup>st</sup> string of 6 shots is two handed, 2<sup>nd</sup> string of 6 use strong hand only, 3<sup>rd</sup> string of 6 use weak hand only. Each string of 6 shots is to be aimed 3 to left target and 3 to right target

#### Target 3. Set timer for 1 minute

Use all 8 targets; 2 shots to each of the first 7 then 4 shots in the last target (a total of 18 shots). Two magazine reloads mandatory.

1<sup>st</sup> string of 6 shots is two handed, 2<sup>nd</sup> string of 6 use strong hand only, 3<sup>rd</sup> string of 6 use weak hand only.

A minimum score of 125 must be achieved on target 2 and a minimum score of 100 on target 3 (both shot in the same session).

**For levels 1 to 3 the complete course of fire (Stage 1 plus Stage 2) must be repeated 3 times with the minimum scores or better achieved as detailed above. For Levels 4 and 5, only 2 complete courses of fire (Stage 1 plus Stage 2) are required, each with the minimum scores or better achieved.**