



UBC Website

Webpage: www.umarexboysclub.co.uk



Forum: www.umarexboysclub-forum.co.uk

Competition: www.umarexboysclub-comps.co.uk



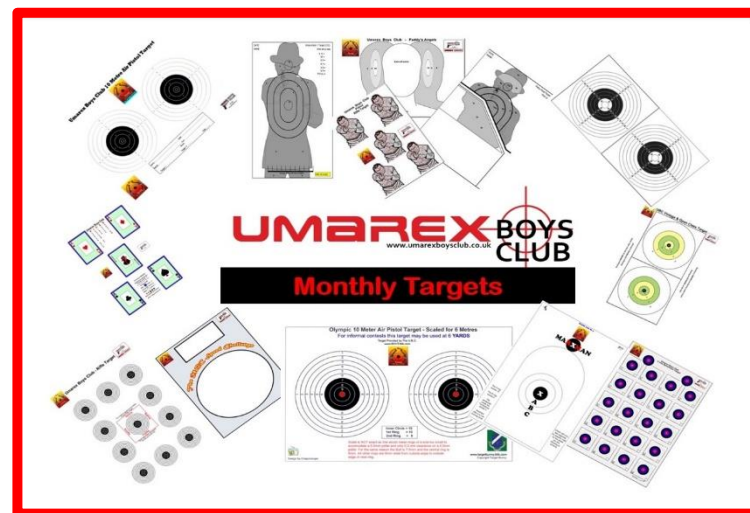
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Issued 08/11/23



Index for the Rules of the Main Monthly Paper Target Competitions Run by the Umarex Boys Club.

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Rules For The Budget Spring Pistol & Rifle Competition

Type: Any Budget Spring Pistol or Rifle

Target: Use one 14cm Gamo Target



Range: Set at 6yds

Stance: Standing Unsupported

Shots: 10 shots

Date: Each Round is open for whole calendar Month.

Scoring: Inward on Roundel Rings

Time Limit: No Time Limit

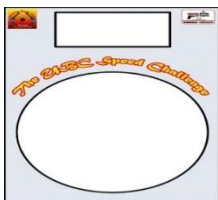
Submitting Your Score: Send your scores to Paddy via ubc.competition@googlemail.com with your details:

Rules For The Speed Challenge Competition

Type: Multishot Co2 or Airsoft Pistol Open Sights or Optical Sights

Target: Use 3 Targets (Or Patch/Mark one target)

Range: Set at 6yds



Shots: 18 shots: 3 sets of 4 shots into Circle & 2 shots into Rectangle

Course of Fire: 1. Shooter starts Stopwatch with shooting hand, draw (or reach for) the pistol; raise pistol, disengage any safety and fire 4 rounds at the circle.

2. Reload with the second magazine and fire 2 rounds only at the box at the top of the target.

3. Holster pistol (or place back on table), Stops Stopwatch

4. Record the time taken for the six shots.

5. Record any misses to the box and circle (hits are determined by inward scoring) – see below for penalties

Date: Each Round is open for whole calendar Month.

Scoring & Penalties: Take the time recorded from your Stopwatch for the total of six shots and add 2 seconds for each miss that should have hit the circle (if there are any) and add 1 second to that time for each miss on the box. The end result is your final score (in seconds) for that run of 6 shots

Submitting Your Score: Send your score to Paddy via ubc.competition@googlemail.com with your details

The Rules 6yd Main Competition Season

Category Types: Are as follows

1. Spring Pistol
2. Single Stroke Pistol & Multi Stroke Pistol
3. Co2 & Brocock TACs
4. Co2 .177 BB
5. PCP & Target Co2
6. 6mm Airsoft & 6mm Air Pistol

Sights: Open sights & Optical

Stance: One Target to be shot One handed other Target to be shot Two handed. Competitors can choose which stance to go first. There is now a Freestyle category. Where competitors can enter if they have a genuine reason as to why they cannot do the official stances, those scores will be kept separate from the official shooters.

Target: Target with 2 bull Roundels



Range: Set at 6yds (That is the average range for people in their back garden)

Shots: 10/15 practice shots. The Competition is 5 shots per Roundel maximum score of 100

Date: : Each Round is open for whole calendar Month.

Scoring: If the pellet breaks into two points, i.e. 8 & 9, you score the highest number

Submitting Scores: Once you have completed your target send your scores using a [Score Card](#) to Paddy via ubc.competition@googlemail.com .

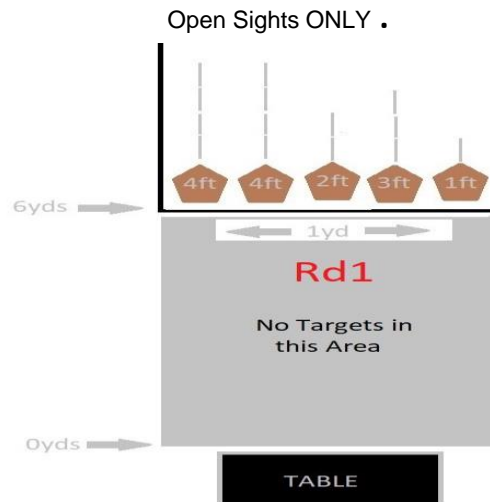
Scores are public on the day or following days after the competition.

Rules For Soda Can Competition

Competition open
to ALL TYPES OF MULTI-SHOT PISTOLS OF ANY CALIBRE

The competition consists of a string of 5 shots repeated 3 times. You can have as much practice as you like but, once you have decided to commit to the competition, the next 3 strings of 5 shots have to be taken for the competition score (no discarding one of these three if it happens to be a bad one and repeating it !!)

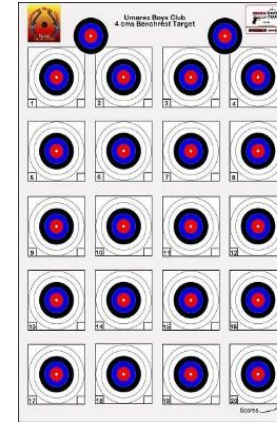
The task is to shoot five 330ml soda cans or Standard size tins suspended on various sized canes in pots placed 6yards from the shooter and lined up within a 1yd width Shooting in sequence in the quickest time you can, using Any Type Semi Auto Pistol or Revolver in Single or Double Action,



Details & Times to be put on dedicated scorecard, sent to ubc.competition@googlemail.com

The Rules 15-30yd & Various Distance Benchrest Competition

We have used theme of the UKBR22 Target and our old Benchrest Target



Summary of Course of Fire Three Rifle Categories:

Target / Budget / Airsoft

You can enter as many rifles as you can/want Bipods & Shooting Cushions are allowed

Four Range Categories: 15, 20, 25 & 30 Yards After sighters, you shoot one target sheet, one shot per numbered roundel – a total of 20 shots

Season consists of 6 rounds, with 1 round per calendar month.

Once you have completed your target send your scores using a [Score Card](#) to Paddy via ubc.competition@googlemail.com .

Scores are public on the day or following days after the competition.

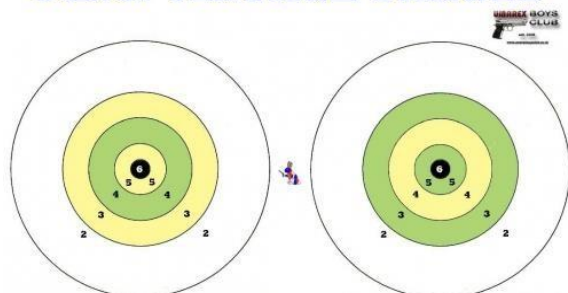


The Rules Vintage/Open Class (Rifle)

Air gun Competition

Cont...

U.B.C. VINTAGE TARGET



This target has the same proportions as the old pub Bell Target. Since you had to get your shot Cleanly into the hole in the centre to ring the bell you score **OUTWARDS** on the Bull and inwards on the rest of the target.
5 shots at each target.

Shots: 10/15 practice shots. The Competition is 5 shots per target maximum score of 60

Date: Each Round is open for whole calendar Month.

Scoring: 1) Score **OUTWARD** on the Bull only as the original target had a hole to shoot through to ring the bell.
2) Score inwards on the rest

Submitting Scores: Once you have completed your target send your scores using [Score Card](#) to Paddy via ubc.competition@googlemail.com .

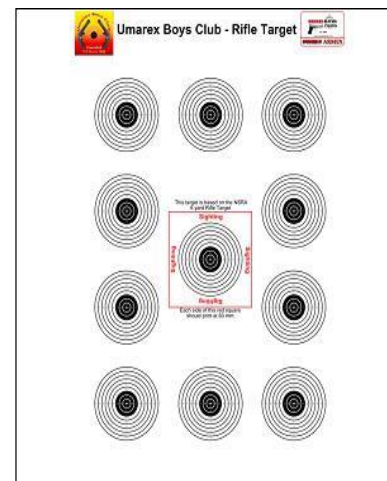
Scores are public on the day or following days after the competition.



Rules For The Rifle Challenge Competition

Type: Precision Rifle Open Sights & Optical Sights
Budget Air Rifle Open Sights & Optical

Target: Use one Rifle Target



Range: Set at 6yds (Open Sights), 10yds (Optical Sights)

Shots: The Competition has 10 shots per Target, one at each Roundel

Date: Each Round is open for whole calendar Month.

Scoring: Inward one Pellet / BB in each Roundel
Time Limit: No Time Limit

Submitting Your Score: Send your score to Paddy via ubc.competition@googlemail.com with your details



Rules For The Playing card Instead of Plate Action Shooting (PIPAS)

A Competition that replicates IPAS style shooting, but with a paper target representing 4 Aces and a Joker playing card. So it can be done at home & without the cost of making steel plates.

Type: Any Multi shot Co2, Airsoft or TAC Pistol

Sights: Open sights

Target: Use one PIPAS Target for each stage – 3 stages in total



Range: Set at 6yds (Open Sights)

Shots: The Competition has 5 shots per Target, 3 targets per Round

Date: Each Round is open for whole calendar Month

Scoring: One Pellet / BB into each card (5 shots per target)

Time Limit: 10 seconds per Target

Submitting Your Score: Send your score to Paddy via ubc.competition@googlemail.com with your details

The Rules Vintage/Open Class (Rifle) Air gun Competition

Type Vintage: Spring / Single /Multi Stroke Pneumatic / Co2 Competitors can submit as many pistols & rifles, as long the Air gun are out of production after 2000.

Type Open Class Rifle: Spring / Single /Multi Stroke Pneumatic / Co2 Competitors can have as many rifles, as long the Air Rifles are classed as a 'Plinker' & not a target style based Rifle. You can submit as many air guns within the competition date.

Type modern Target Rifle 10m Optical / Open Sight: Spring / Single /Multi Stroke Pneumatic / Co2 / PCP Competitors can have as many rifles, as long the Air Rifles are classed as a modern target style based Rifle. You can submit as many air guns within the competition date.

Type Replica Firearm: Spring / Co2 / Airsoft Pistol of a Replica Firearm where the Real Firearm was made up to 1986.

Range & Sights: Open sights ~ 6yd & Optical ~ 10m

Stance Rifles: Standing & unsupported.

Stance Pistols: Standing, Unsupported & either 1 handed or 2 handed

Target: Use the existing target



The Rules 10 Meter Main Competition

Type: Spring Pistol / Single Stroke Pistol / Co2 / PCP

Sights: Open & Optical

Stance: Any preferred stance, that way one handed style pistols can also be used, but pistol must not be rested & shots must be taken at arm's length. When submitting your score, you need to notify whether Double or Single Handed was used.

Target: Use the 10m target with 2 Roundels or you can use the ISSF target upon which ours is based. If you are using the ISSF targets, scores lower than 3 do not count.



Range: Set at 10 meters

Shots: 10/15 practice shots, then 5 shots per Roundel on the target, maximum score 100.

Date: : Each Round is open for whole calendar Month.

Scoring: If the pellet breaks into two points, i.e 8 & 9, you score the highest number

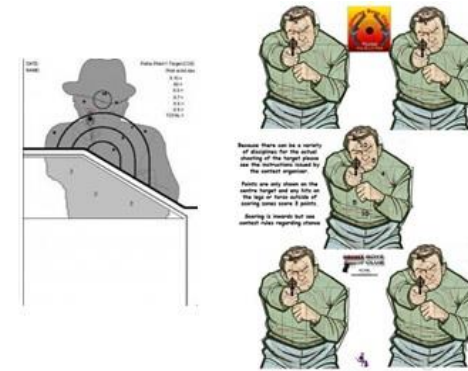
Submitting Scores: Once you have completed your target send your scores using a [Score Card](#) to Paddy via ubc.competition@googlemail.com .

Rules For The Police Assault Rifle Competition

Type: Co2, PCP or Airsoft Rifle Multi shot rifle only

Sights: Open sights, one Rifle allowed for competitor

Target: Use Car Door on Stage 1 & 5 Baddie Target for Stage 2



Range: Set at 6yds (Open Sights)

Shots: The Competition has 10 shots on target maximum score of 100

Date: Each Round is open for whole calendar Month

Scoring: **All of the Baddies body is scored:** Points are on target

Time Limit: 6 seconds per Stage

STAGE ONE:

5 rounds rapid fire in 6 seconds. GO! You have six seconds to raise the rifle, acquire sights, and fire one shot at each of the 5 man targets.

STAGE TWO:

5 rounds rapid fire, one shot into each bad guy (any order) in 6 seconds

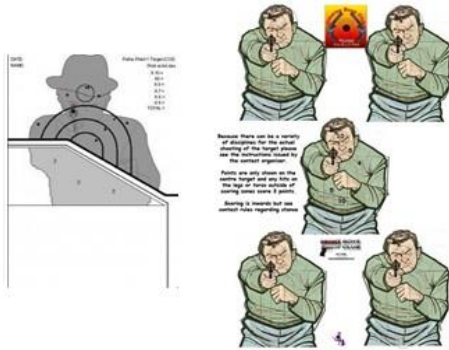
Submitting Your Score: **Submitting Your Score:** Send your score using our [Score Card](#) to Jason via cookie@umarexboysclub.co.uk with your details:

Rules For The Police Sniper Rifle Competition

Type: Any Spring, SSP, C02, PCP or Airsoft Rifle

Sights: Open sights or Optical Category, one Rifle allowed for competitor per category

Target: Use Car Door on Stage 1 & 5 Baddie Target for Stage 2



Range: Set at 6yds

Shots: The Competition has 10 shots on target maximum score of 100

Date: Each Round is open for whole calendar Month.

STAGE ONE:

5 rounds to be fired with a time limit of 60 seconds.

STAGE TWO:

5 rounds to be fired with no time limit – one shot at each bad guy. Rifle can be a single shot or a repeater, manually powered or C02. Extra magazines can be kept handy for quick reload.

Submitting Your Score: **Submitting Your Score:** Send your score using our [Score Card](#) to Jason via cookie@umarexboysclub.co.uk with your details:

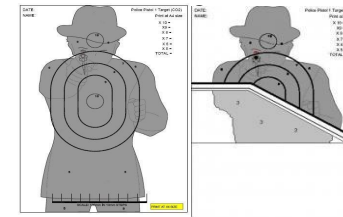
Rules For The Pocket Pistol Competition

Type: Any Co2, PCP, or Airsoft pistol with a capacity of at least 6 rounds, Pocket Pistol to be no longer than 7.5 inches.

Sights: Open sights, one main pistol & one pocket pistol allowed for competitor

Stance: Doubled Handed Stance at arm's length, Pistol must not be rested.

Targets: Use Police Pistol Target for Stage 1 then use the car window



Range: Set at 6yds (That is the average range for people in their back garden)

Shots: The Competition has 18 shots on target maximum score of 180

Date: Each Round is open for whole calendar Month.

STAGE ONE:

6 rounds to be shot from the Service Pistol then switch to the Pocket Pistol for 6 more rounds. Alternatively, use your service pistol for the first 6 rounds then eject the magazine and reload with a fresh loaded magazine and fire another 6 rounds from the service pistol.

Total time allowed for the 12 shots is 30 seconds.

STAGE TWO:

6 rounds. Using either the Service Pistol or the Pocket Pistol (if available), 6 shots are to be fired, each in a 2 second period with 5 seconds rest between each shot.

37 seconds elapsed time limit on this stage.

Submitting Your Score: **Submitting Your Score:** Send your score using our [Score Card](#) to Jason via cookie@umarexboysclub.co.uk with your details

Rules For Police Pistol Competition

Cont...

STAGE ONE:

6 rounds. Begin with pistol in both hands, pointed downward. GO! Raise pistol, fire **6 rounds** to be shot as 3 double taps.

Total elapsed time 19 Seconds

STAGE TWO:

6 rounds. Pistol in same position. Raise and fire 2 shots (double tap) in the chest area followed by 1 shot to the head. After a short rest repeat a second string of 3 shots in 5 seconds in the same way

Total elapsed time 19 Seconds

STAGE THREE:

6 rounds 2 rounds in left target, 2 rounds in right target & then one round back in left & right target. (full rules for this stage on the PDF)

Total elapsed time 12 seconds

18 rounds total in match, all double action, all 2-hands. All firing is done from 6 yards. Maximum score is 180

Submitting Your Score: Send your score using our [Score Card](#) to Jason via cookie@umarexboysclub.co.uk with your details:



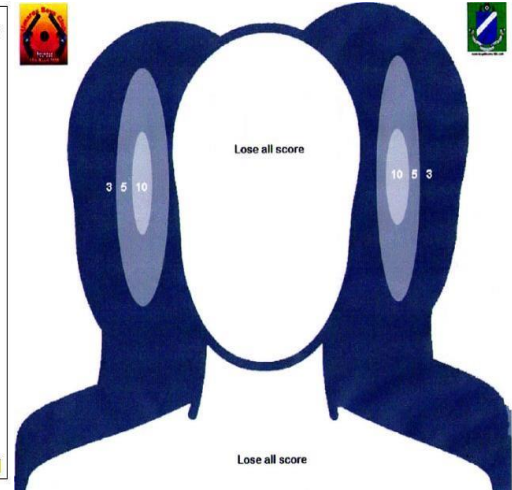
Rules For Police Pistol Competition

Type: Any Co2, PCP, or Airsoft pistol with a capacity of at least 6 rounds

Sights: Open sights or Optical Category, one pistol allowed for competitor per category

Stance: Doubled Handed Stance at arm's length, Pistol must not be rested.

Target: Stage 1 & 2 Single man Target and for Stage 3 Hostage Target.



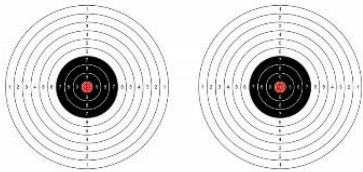
Range: Set at 6yds (That is the average range for people in their back garden)

Shots: The Competition has 18 shots on target maximum score of 180

Date: Each Round is open for whole calendar Month.



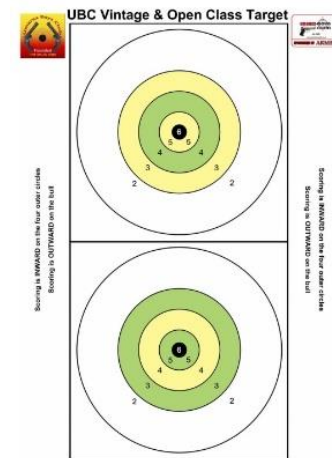
UBC 6 Yard Air Pistol Target
(Based on Olympic 10 Metre Target)



AIR TARGETS
CUSTOM AIRGUN TARGETS

UMAREX BOYS CLUB est. 2008

Umarex Boys Club 10m pistol competition



www.umarexboysclub.co.uk

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