

 AA PROCEDURAL/RESHOOT	
App A 1	Action Air Handgun
App D	ACTION AIR PISTOL CALIBER CARBINE - AARifle
RESHOOTS	
2.3	Modification to Course Construction
4.3.3.2	Stop Plate has been adequately and directly hit, not fall
4.7	Range Equipment Failure or target not reset
4.7.2.2	Targets faulty or presented differently-RM decides
5.4.3	Losing eye/ear protection
5.7.6/1/2	Range Officer terminates a course competitor has an unsafe firearm or unsafe , projectiles
8.2.2/2/5	Incorrect starting position
8.6.3	Interference during CoF - RM decides
8.6.4	Contact between RO and competitor
9.1.3/4	Prematurely, Unrestored Patched Targets
9.1.4.1	Patches blown away
9.1.5.2	Shot thru wholly in scoring area of a p target, strick down a rigid target
9.1.6.2	Shot thru Hard Cover,strike downa rigid target
9.5.6	A competitor who fails to engage the front of each scoring target
9.7.5	Insufficient or excess entries in score sheet - RM d
9.7.7	Lost score sheet - RM decides
9.10-1	Faulty timer
9-10-2	Unrealistic time - Arbitration Committee decides
App C 1- 6 (c)	Popper challenge, Match Official interference
CA 1- 6 (d)	Popper challenge, other reason
CA 1- 7 (b)	Popper failure
CA 1- 8	Stop Plates must be calibrated
App C3	IPSC Action Air Stop Plate
[H]-Action Air Handgun. [P]Action Air Pistol Caliber Carbine.	
[R] Action Air Rifle [CA] CALIBRATION	

  AA PROCEDURAL/WARNING	
1.1.5.2	Mandatory reload - 1
2.2.1.5	Shortcut – 1 per shot after beginning
4.5.1	Rearrangement of Range Equipment or Surface – 1
8.6.2	Assistance or interference– 1 or DQ
8.7.1	Sight picture / dry firing – warning 1
8.7.1	[P] Sight picture w/ loaded firearms, warning, 1
8.7.1.1	[P] Sight picture when prohibited – Warning, 1
8.7.1.2	[P] Targeting sequence / shooting position w/ sight picture - 1
8.7.2	Sighting aid on walkthrough - 1
8.7.3	No person is permitted to enter or move through a course
9.1.1	Approaching targets – warning, 1
9.6.3	A competitor (or his delegate) who fails to verify a target
10.2.1/1	Breaking Fault Line – 1 or 1 per shot
10.2.2	Failure to comply with WSB – 1 or 1 per shot
10.2.4	Failure to reload – 1 per shot until reload
10.2.5	Cooper tunnel – 1 per piece -Overhead
10.2.6	Creeping – 1 or warning, 1
10.2.7	Failure to engage – 1 per target
10.2.8	[H] Wrong hand 1 per touch [H], 1 per shot [H]
10.2.9	A competitor who leaves a shooting location
10.2.10	Inability to execute due to incapacity or injury – minus 1-20% of points – RM decid
10.2.11	Firing over barrier 1.8 m – 1 per shot
10.2.12	[P] Burst or fully automatic fire
[H] Action Air Handgun [P] Action Air Pistol Caliber Carbine,[R] Action Air Rifle	



Action Air
DQ & Warning card V1-2025
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DVC

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