

PROCEDURAL/RESHOOT	
<b>App A 1</b>	Action Air Handgun
<b>App D</b>	ACTION AIR PISTOL CALIBER CARBINE - AARifle
	↓ <b>RESHOOTS</b> ↓
<b>2.3</b>	Modification to Course Construction
<b>4.3.3.2</b>	Stop Plate has been adequately and directly hit, not fall
<b>4.6.2</b>	Range Equipment Failure or target not reset
<b>4.6.2.2</b>	Targets faulty or presented differently–RM decides
<b>5.4.3</b>	Losing eye/ear protection
<b>5.7.6/1/2</b>	Range Officer terminates a course competitor has an unsafe firearm or unsafe , projectiles
<b>8.2.2/2/5</b>	Incorrect starting position
<b>8.6.3</b>	Interference during CoF - <b>RM decides</b>
<b>8.6.4</b>	Contact between RO and competitor
<b>9.1.3/4</b>	Prematurely, Unrestored Patched Targets
<b>9.1.4.1</b>	Patches blown away
<b>9.1.5.2</b>	Shot thru wholly in scoring area of a p target, strick down a rigid target
<b>9.1.6.2</b>	Shot thru Hard Cover,strike downa rigid target
<b>9.5.6</b>	A competitor who fails to engage the front of each scoring target
<b>9.7.5</b>	Insufficient or excess entries in score sheet - RM d
<b>9.7.7</b>	Lost score sheet - RM decides
<b>9.10-1</b>	Faulty timer
<b>9-10-2</b>	Unrealistic time - Arbitration Committee decides
<b>App C 1- 6 (c)</b>	Popper challenge, Match Official interference
<b>CA 1- 6 (d)</b>	Popper challenge, other reason
<b>CA 1- 7 (b)</b>	Popper failure
<b>CA 1- 8</b>	Stop Plates must be calibrated
<b>App C3</b>	IPSC Action Air Stop Plate

[H]-Action Air Handgun, [AAC]Action Air Pistol Caliber Carbine.

[AAR] Action Air Rifle [CA] CALIBRATION

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

[H] Action Air Handgun [C] Action Air Pistol Caliber Carbine,[AAR] Action Air Rifle



PROCEDURAL -WARNING & RESHOOT **ACTION AIR** (V1 – 2023 )

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