



Official Rules

January 2009

GUN SAFETY ALWAYS COMES FIRST

ACTIONAIRGUN SAFETY RULES

- 1 – Always keep the gun pointed in a safe direction.
- 2 – Always keep your finger off the trigger until you are ready to shoot.
- 3 – Always keep the gun unloaded until ready to use.
- 4 – Wear proper eye protection when shooting or when observing others shoot.
- 5 – Erect a fabric or plastic backstop behind the target stands in to protect walls.

PRE-SHOOT AND POST-SHOOT PRECAUTIONS

Be sure the gun is safe to operate.

Be familiar with the operator's manual and safety features of your gun.

Use .20 gram 6mm ammo and 12 gram CO₂ chargers only.

Ensure the target range is set according to the course of fire.

Never handle airguns while under the influence of drugs or alcohol.

Secure airguns after shooting so they are not accessible to unauthorized persons.

Safely discharge and remove the CO₂ charger at the end of shooting. DO NOT STORE A MAGAZINE THAT CONTAINS CO₂.

WARNING: ActionAirgun airsoft guns are NOT toys. They are target guns that shoot projectiles and are very accurate. Airgun is a sport with the potential for injury, including death. One must be 18 years or older to purchase. Check local ordinances prior to purchasing. Operators must wear protective eye wear and use the same safety measures you would with any firearms. Do not brandish the airsoft gun in public and do not alter its coloration or markings. Such an action is dangerous and is a crime. ActionAirgun LLC disclaims any and all liability, claims, actions and possible causes of action, for any loss, damage or injury (including death) that may be sustained by a participant on this site from any cause whatsoever, including negligence.

Getting Started in ActionAirgun™ Competition

Register on the Website

1. Visit the ActionAirgun website at www.actionairgun.com
2. At the top of the screen select "Register"
3. Agree to the terms of service to continue with the registration process.
4. Fill in the registration form completely.
5. Enter your profile information and forum preferences.
6. When you select "Submit" an activation email will be sent to you at the email address you provided during the registration process. Follow the instructions contained in the email to activate your registration.
7. Once your registration is activated you can make purchases at the online store.
8. To compete in ActionAirgun events requires the purchase of an Advanced Shooting Kit which can be used by several shooters. Each individual participant needs to register with a unique username and password and purchase their own event subscription to compete.

Setting Up a Home Shooting Range

1. This sport is intended to be played inside anywhere it is possible to set up the shooting range (Figure 1). The ActionAirgun shooting range requires an 8' by 16' area of floor space with adequate ceiling height.
2. The back wall of the shooting range should have a backstop capable of absorbing BBs. A bed sheet or blanket work very well.
3. Mark the dimensions of the 8' by 16' shooting range floor with tape, chalk or other method that will clearly define the perimeter and shooting areas A, B, and C.
4. At one end of the shooting range is the shooter's area. The shooter's area is 3' by 8' and is divided into three equal 32" sections. Label these three areas A, B and C.
5. In addition to the basic range set-up you will also need, from time to time, simple items like a folding chair, a snack table, shoe box etc. as props for some courses of fire.
6. The cardboard wrappers used to ship target stands will be used to construct props used in certain courses of fire.

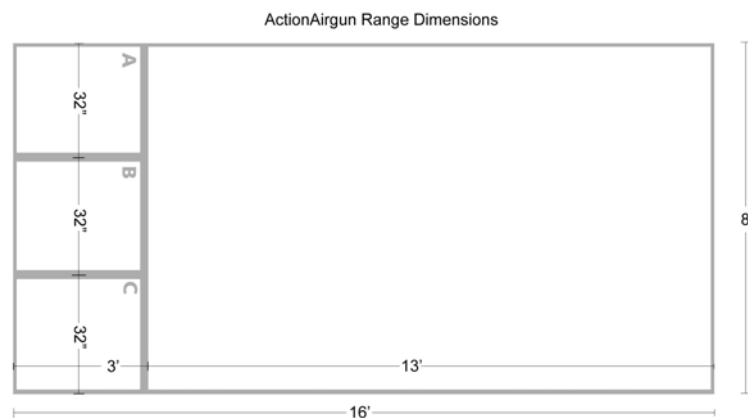


Figure 1

Setting a Course of Fire (COF)

1. A Course of Fire is an arrangement of targets to shoot, props and procedural instructions the shooter must follow. Courses of Fire become available for download each Monday at 00:01 UTC. UTC is Coordinated Universal Time. To find the date and time equivalent where you live, visit www.timeanddate.com/worldclock. Once the stage begins, select the 'Downloads' button located on the left side of the screen. If you do not see the button labeled 'Downloads' make sure you are registered. Casual visitors will be unable to download documents only registered users who have purchased the event will be able to download courses of fire. The courses of fire are in PDF format which can be printed or read from the computer monitor. Hint: Set your printer to print in grayscale. You must have a copy of Adobe Reader 5.0 or above to open and view these documents. Adobe Reader can be downloaded at www.adobe.com.
2. The course of fire document has a photograph of the target stands, shooter's instructions and a map showing where targets are to be placed.
3. Arrange the target stands according to the photograph. Set the targets in the numbered hexagons as shown on the target map.
4. After careful review of all shooting instructions contained in the course of fire, make sure safety glasses are worn by shooters and observers. Strap the LCD timer to your shooting wrist, or if you are shooting with friends have a friend hold the timer over your shoulder with the microphone pointed at the muzzle of the airgun while keeping out of the shooters way. **WARNING: Anyone observing airgun shooting should wear safety glasses to protect their eyes. Ricocheting BBs can cause serious eye injury or death.**
5. Make sure the airgun is set-up according to the course of fire instructions. Take your proper position and prepare to shoot the course of fire. If another person is holding the timer, they should issue the command, "Shooter Ready?" The shooter, when ready, responds "Ready." At the moment the "Ready" response is heard, the time keeper will press the start button on the timer. There will be a time delay followed by an electronic tone which signals the shooter to begin shooting the course of fire. The shooter continues to fire until all the targets are knocked down. The elapsed time displayed on the timer is the shooters score for that course of fire. Check to be sure that the number of shots fired indicated on the timer's display matches the actual number of shots fired. If the number of shots fired doesn't match the number indicated on the timer you must reset the course of fire and allow a re-shoot. **Note:** If you are new to this type of shooting you may need to experiment with the shot clock. Different shooting ranges may require an adjustment in the timer's sensitivity. See the timer's instruction manual to learn how to adjust the timer's sensitivity. When practicing alone be aware of the proper call-outs an official will use before shooting.
6. All shooters operate under the honor system for reporting scores. If you are shooting in a group, assign a member to be the official judge responsible for keeping accurate shooting times and mediating any disputes over rules. Times can be kept in a spiral notebook or a simple pad of paper then submitted to the web site at a later time.
7. Once you or every 'shooter' member has shot their courses of fire, shooting times can be uploaded to the website. **Note:** If you are shooting in a club or group setting and a computer is available, each shooter can login, enter and save their scores immediately.

Submitting Shooting Times to the ActionAirgun Website

1. Each shooter is responsible for submitting their shooting times.
2. Log on to the ActionAirgun website using your username and password.
3. On the left side of the page will be a link button labeled "Post Scores".

4. Once there you will see a table for entering your official shooting times. You will also see a countdown clock showing the amount of time remaining in the current stage.
5. Enter your times to the second decimal for each course of fire. Check that you entered times correctly. Incorrectly entered scores may receive a default score which cannot be edited.
6. After checking to make sure all your scores are entered accurately, select "Save" to submit your scores.
7. If after you select the save button and notice an error in your shooting times it is possible to make corrections any time up to the point when the stage ends and another begins. However once a new stage begins, any scores entered in the scoring table will be locked in and used to calculate your ranking for the current stage. Any zero values will receive a default time equal to the longest shooting time submitted for that course of fire.
8. If you have a problem submitting scores, send an email to shooters@actionairgun.com with your user name and state the nature of your difficulty.

Equipment

Target Stands: To the right is an example of one of the target stands used in shooting ActionAirgun. Each course of fire will use one or two stands positioned in different ways. The top panel and end panels of each target stand are printed with identical numbered hex patterns. These numbers are used in the course of fire to describe the proper placement and orientation of targets.



Props: During competition, courses of fire may require the use of simple props made from common materials such as cardboard, heavy-weight poster board or foam core. Save the cardboard the target stands were shipped in as a source of cardboard. A folding chair and a small table should also be available for some courses of fire. The challenge and excitement of Action Airgun shooting is in the variety of courses of fire available. Suggestions for shooter designed courses of fire are welcomed. If you have an idea for a course of fire, send it to Shooters@actionairgun.com for review by our creative staff. This is your sport and we want you to be a contributor.

Targets: Ten high density foam targets are used in various configurations. Targets can be positioned vertically, horizontally, stacked, red facing or gold facing the shooter and lying flat. Targets that are facing the shooter with the gold 'AA' showing are targets intended to be knocked down. Targets that are facing the shooter with the red 'AA' showing are no-shoot targets. Targets are considered shot when they are knocked down or knocked completely out of their starting hex position. No part of the target can touch the line outlining the hex.

Safety Glasses: Friendly competition in a safe shooting environment is a priority. Each shooting kit contains two pair of safety glasses so you and a friend can get started shooting right away. Get used to putting your safety glasses on first, before reaching for your airgun. Safety glasses are mandatory equipment and extra pairs must be made available to onlookers. **CAUTION: Ricocheting BBs can cause serious injury. Always wear safety glasses when shooting or observing airsoft competition.**

Airsoft Airgun: Action Airgun competition is a "one design" sport. All competitors must use the airgun supplied in the Advanced Shooting Kit. Shooters compete using the same courses of fire with the same gun

and target configurations. Two adjustments that are allowed are the airgun's sights may be adjusted and to the "hop up" adjustment may be used to control the BBs flight. Any other modification of the airgun is not allowed. A competitor's gun that shows evidence of modification will not be allowed for use in officiated competition.

Magazines: Some courses of fire may require a second magazine. Competitors must use the magazines supplied with the shooting kit or an exact replacement. No modification of a magazine is allowed other than routine maintenance to keep them clean and functioning properly. Magazines must be used in an "as purchased" condition. Should a magazine become defective, an identical replacement to the original must be used. The magazines used are high quality and require routine maintenance to keep them functioning properly. **WARNING: Storing a magazine under pressure will damage the internal valves. Never leave a magazine under pressure. At the end of competition, slowly release all pressure from the magazine and remove the CO₂ charger before putting the airgun away.**

Holster: Certain courses of fire will require the use of a holster. Action Airgun will supply the approved holster in the shooting kit. These holsters can be used by left or right handed shooters. No modifications are allowed to the holster that would change the original materials or configuration. It is permissible to adjust the hook and loop fasteners to fit the airgun. The holster will be worn on the hip affixed to the shooters waist with a belt. Any belt that properly secures the holster can be used. No other attachment methods are allowed that fasten the bottom of the holster to the shooter.

Support Apparatus: Shooters shall not wear shoulder, elbow, wrist or hand supports while shooting a course of fire. All shooting shall be done without the aid of any artificial support device. The wrist strap included in the shooting kit is permitted so long as it does not provide support for the airgun or shooter's wrist or has been modified in any way to aid in supporting the shooters wrist.

Personal Shooting Ranges: The ideal shooting range is one that can be left up permanently. Many shooters will have to assemble ranges and disassemble them at the end of shooting. This fact was taken into consideration when designing the sport. All equipment stores conveniently in the kit box, the tables nest with the larger target stand fitting over the smaller. The backdrop can be taken down and folded in short order. A basement area or garage bay would make excellent shooting ranges. Other possibilities include an enclosed porch, spare bedroom, attic, workshop even an outdoor range that is unaffected by windy or rainy conditions.

Courses of Fire Format:

Each week subscribers to ActionAirgun events will receive, via the ActionAirgun website, up to three courses of fire (COFs). Each course of fire specifies the shooting conditions to follow when setting up the range.

Identifier-Each course of fire has a serial number and title.

Example Y08S02W04-C1 would break down as follows: Y08 = year two thousand eight; S02 = season two; W04 = week number four and C1 = course of fire number one.

Photo: Some courses of fire may contain a photo to help clarify target placement.

Start Position: Describes the actual position of the shooter. For example standing, sitting etc. Describes which area A, B or C the shooter will start in. Shooters should sit or stand in a relaxed position. No 'hovering' of the hand over the gun is allowed.

Movement: Some COFs will require the shooter to move or perform other simple tasks. In this information block there will be a description of any movement involved during the course of fire. For example a shooter may start in Area A, shoot a designated number of targets then move into Area B to shoot additional targets. At the beginning of a COF, the shooter's feet must be entirely within the designated starting area.

Gun Location: The starting position for the gun will be described. The gun's position may be adjusted for right or left handed shooters so the gun may be retrieved in a natural manner depending on the dominant hand of the shooter. The use of strong hand or weak hand will be specified in the shooter's instructions.

Gun Condition: This block describes how the airgun will be set-up. There are four possible ways in which the airgun will be readied for shooting:

- There is a BB chambered, the hammer is cocked, the safety is **off** and a loaded magazine is inserted in the airgun mag well.
- There is a BB chambered, the hammer is cocked, the safety is **on** and a loaded magazine is inserted in the airgun mag well.
- There is no BB in the chamber; the hammer is down, with a loaded magazine inserted in the airgun mag well. The safety may be designated as on or off.
- The BB chamber is empty, the hammer is down and no magazine is inserted in the airgun mag well. The safety may be designated as on or off.

Target Stands: Describes the number and position of target stands. One or two target stands may be used in any course of fire. Refer to the COF photo for proper placement of target stands. In the event specific measurements are stated in the course of fire, a tape measure will be required to properly set the target stands in their proper location.

Targets: This block will contain the number and type of targets used. Targets can be classified as 'shoots', or 'no-shoots'. Targets can be placed vertically or horizontally or lying flat. The target map symbols and photos, if necessary, will show the correct way to set targets.


Shot Sequence: Describes the order in which the targets are to be engaged.

Ammunition: Describes the total number of BBs and magazines required.

Specials: Miscellaneous additional information regarding the way a course of fire is to be carried out will be found in this information block.

Shooting Instructions: A brief narrative description of how the course of fire is to be carried out will be written into this information block.

Example Course of Fire:




ActionAirgun™
Official Course of Fire

Title: *I gotta move!*
Serial # Y07S02W00


by Hank Longabaugh

Target Map


Small Target Stand



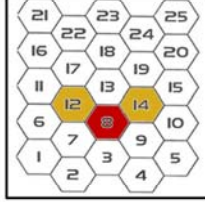
SHOOT



NO-SHOOT



Large Target Stand

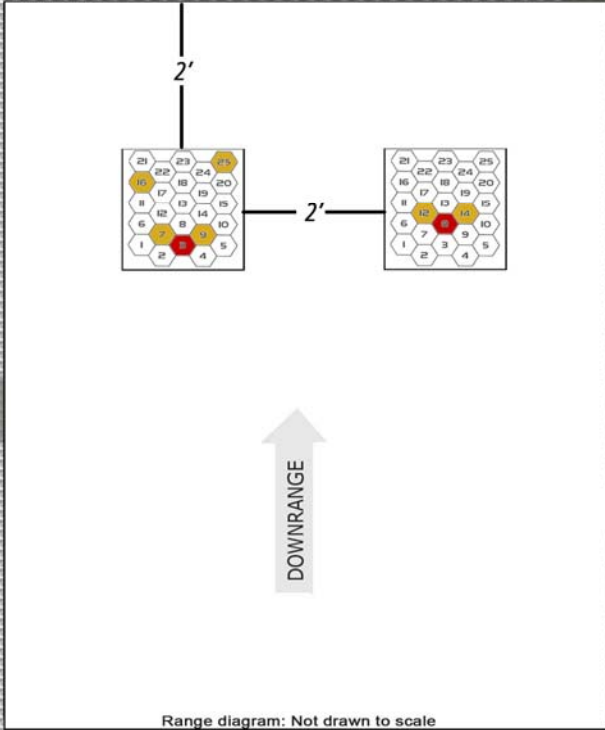


Score Card

Shooter Name	Practice Rounds						Times to Upload		

NOTE: Practice as much as needed then record your three best times in the last column labeled "Times to Upload".

Range Map



Range diagram: Not drawn to scale

A

B

START
HERE

Shooter Instructions

Stand in area C with arms relaxed at your side with the airgun holstered at your hip. At the tone, draw and engage the targets from right to left while moving across areas C, B and A. At least one target must be knocked down while shooting from each area. All 6 gold targets must be knocked down.

Penalties:
 Moving before the tone.
 Hovering your shooting hand over the airgun.
 Shooting or knocking down a no-shoot.
 Not shooting targets down from all three areas.

Procedural: 1 second penalty
No-shoot: 1 second penalty per target added to the elapsed time for that course of fire.

Start Position: Area C
Movement: Right to left. C to B to A.
Gun Location: Holstered
Gun Condition: BB chambered, magazine in, hammer cocked, safety on.
Target Stands: 2 set on end. Centered. 2 feet apart and 2 feet off back line.
Targets: 6 Gold shoots; 2 Red No-shoots.
Shot Sequence: Shoot targets from right to left. At least one target must be knocked down from each area.
Ammo A total of 25 BBs.

Patents Pending
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Scoring:

No competitor will falsify scores, change other competitors' scores, nor aid in the changing of scores.

ActionAirgun is based on friendly competition in a safe environment. In that spirit, individuals shooting courses of fire are compelled to abide by honesty and good sportsmanship both in setting up their courses of fire, recording their shooting times and uploading final times to the league website. To help promote honesty and fair play, ActionAirgun encourages the formation of fireteams, shooting clubs, or organizations that will produce the highest level of competitive excitement. The most fun is in shooting against and in the company of other ActionAirgun shooters.

The validity of scores is based on the cumulative integrity of the membership entering scores honestly. Statistical algorithms built into the website, and the performance of in-house expert shooters monitor shooting times for unrealistic changes in individual shooting times. The greatest component promoting fair play is that no shooter will know other shooters scores until after the scores are locked in at the end of a stage. All shooters must wait to see how the rest of the league scored during each stage. No shooter will ever get scores or rankings before any other shooter.

As the sport grows and more shooting events are organized, a network of volunteer officials will develop. Until such time, each person is responsible for entering their own shooting scores. The last season of ActionAirgun, each year, is the championship season. At the conclusion of the championship season Action Airgun will hold the ActionAirgun Challenge Cup™. A live shoot will be held at a site to be determined. Top shooters from the last season will be invited to attend. During the ActionAirgun Challenge Cup the fastest shooter in the world will be determined.

Submission of Scores

The ActionAirgun year is divided into six seasons. Each season is divided into 6 stages. A typical ActionAirgun season is 6 weeks in duration or 6 stages long. Courses of Fire become available for download each Monday at 00:01 UTC. UTC is Coordinated Universal Time. To find the date and time equivalent where you live, visit www.timeanddate.com/worldclock. Once the stage begins and courses of fire become available, competitors will have 7 days to practice and complete the courses of fire for that stage. Official shooting times can be uploaded to the website at any time up until the time the next stage begins. Saved scores can be changed until the time the next stage begins. Other shooter's scores are not visible until the completion of the stage and scores have been calculated to determine the rankings for the competition.

Shooters must upload their official times for each of the courses of fire issued for that stage to be ranked among the membership. Once the countdown clock signifies the beginning of the next stage, scores can no longer be entered for the stage which just expired. All saved scores, or missing scores become permanent. If a shooter fails to enter scores for a course of fire e.g. leaves a score of zero, a default score will be assigned which will result in that shooter receiving the same score as the slowest shooter for the course of fire which scores were omitted.

Scores for other members of the same shooting week will not be available for viewing until the next stage begins. Once the new courses of fire are released, members will then be able to view all prior scores for the previous week.

How Scores Are Calculated:

For each course of fire, shooters submit their three best shooting times. The sum of the two lowest times submitted for that course of fire is used to figure the shooters score. The third time is kept in an archive and used in the event of a tie breaker. The sum of the three courses of fire is used to determine the score for that stage. Each stage score is added to previous stage scores to determine a shooter's final ranking.

Failure to submit scores: If a shooter fails to enter scores for any stage or leaves any field zero a default value equal to the longest shooting time for that course of fire will be substituted for each zero.

Example 1: Shooter 'A' submits scores of 10.5s, 11.4s and leaves the third field 0.00s. The 0.00s will be replaced with a default score equal to the longest single shooting time for that course of fire, i.e. 19.7 seconds. Shooter 'A's score becomes 10.5s, 11.4s and 19.7s for a final score of 21.9 seconds (10.5s + 11.4s). In this example omitting a single entry did not affect the final score for this course of fire.

Example 2: Shooter 'B' leaves two fields without scores and has a record of 10.5s, 0.00s and 0.00s. Using default scoring, Shooter 'B's score becomes 10.5s, 19.7s and 19.7s for a final score of 30.2 seconds (10.5s + 19.7s). In this example leaving two scores of zero caused a default value to be added to the one official time entered by the shooter.

Example 3: Shooter 'C' does not enter any scores for a course of fire. Using the default score of 19.7 as before, Shooter 'C' would default to 19.7s, 19.7s and 19.7s for a final score of 39.4 seconds (19.7s + 19.7s).

Setting up an Informal Shoot

Fireteams are teams of five shooters competing against other teams of five. One shooting kit may be shared by a fireteam or individuals may choose to own their own kits. Either way, when fireteams organize shooting matches via the internet or in person, the fun becomes exponential. Always remember to shoot safely.

Are You Ready for Action?

