

Playing Card Instead of Plate Action Shooting

This is our new variation of IPAS on paper – **P**layingcard **I**nstead of **P**late **A**ction **S**hooting.

We have reduced the number of “plates” to 5 and used playing cards to represent the metal plates. The rules and scoring **should** be much simpler but retaining the **FUN BIT** namely the speed and accuracy of action shooting as before. We have also reduced it to 3 strings of shots instead of 5.

Concept

The targets are shot at a range of 6 yards. Each target consists of 4 aces and a central JOKER card – the Joker is the STOP PLATE. The competition consists of three strings of 5 shots with a 10 second time limit for each string. In that 10 seconds you must come to the aim, take one shot at each of the aces (in any order you like) and then use your last (5th) shot to hit the JOKER as the STOP PLATE. The scoring is detailed below but, unlike the first version of PIPAS, if you fail to hit the stop plate JOKER, you do not lose all your score, you just have to halve the score you have obtained on the 4 aces.

You may take a reasonable rest between each string of 5 shots, e.g. up to 10 minutes, and you can either use a fresh target sheet for each string or “patch” the holes after each string of 5 shots and reuse the same sheet.

Course of Fire

Any multi-shot CO2 / Airsoft replica may be used with a full magazine. The competitor starts with pistol at the ready, lowered 45 degrees to target with a two handed grip. Using the timer of your choice, set for 10 seconds, wait for “GO” and you then have to aim and fire 5 shots at the 4 aces followed by the STOP PLATE JOKER. Although 10 seconds should be plenty of time, if any shots hit the target ANYWHERE after 10 seconds your penalty is to deduct the highest scoring of your hits.

(Those with a handicap who wish to compete may do so with any stance, including seated if in a disabled conveyance providing the gun is held in a starting position which is pointing straight down and held in the strongest or favoured hand to start with. Single or double handed stance may be adopted but no support may be taken from any disabled conveyance if used.)

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 !!!)

Scoring

All scoring is inward. You only score by hitting the cards - **3** in the blue, **5** in the green (including on the red/black **A** and suit symbol), **7** in the white and **10** in the central suit / joker symbol. ♥ ♦ ♠ ♣

There are 3 penalty situations.

1. If you fire a shot and hit the target ANYWHERE after the 10 seconds time limit you must deduct the highest scoring hit on that target.
2. If you miss the JOKER completely then you halve any score on the aces of that string.
3. Although it is unlikely; in each string of 5 shots, two (or more) hits on any one card means only scoring the **LOWEST** of the shots on that card.

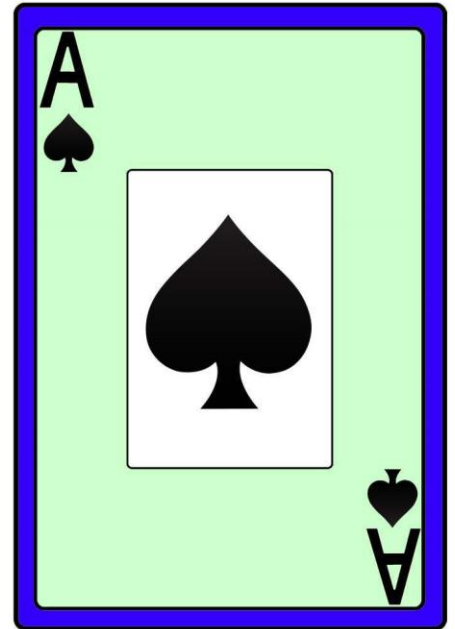
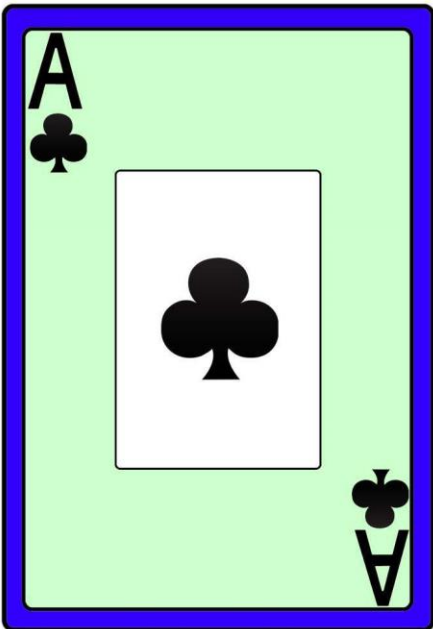
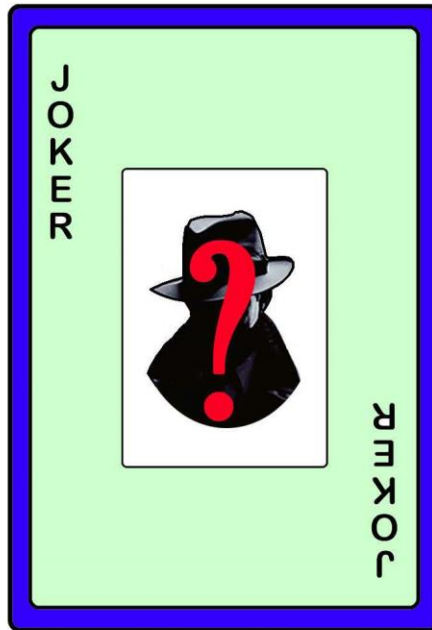
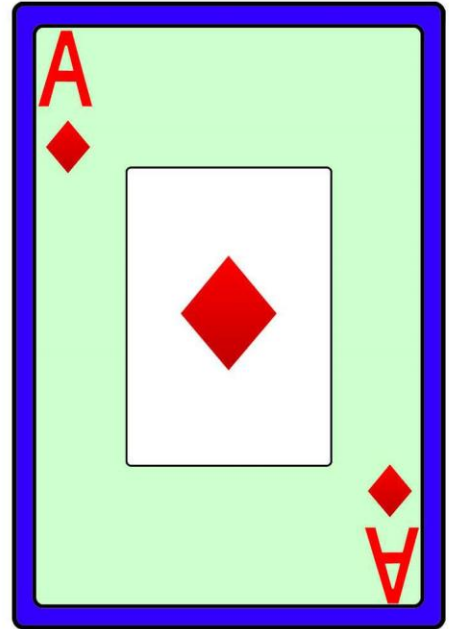
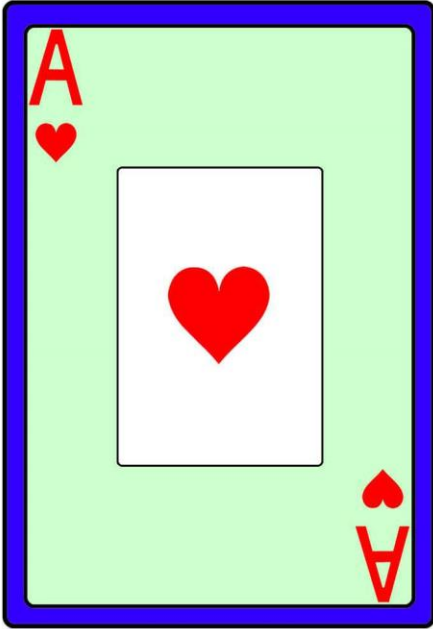
Maximum score for each string = 50 .

Maximum score for a competition (3 strings) = 150



Umarex Boys Club

P **I** **P** **A** **S**
l **n** **l** **a** **h**
a **s** **a** **c** **o**
y **t** **a** **t** **o**
i **n** **i** **n** **n**
g **s** **t** **e** **s**
c **t** **e** **a** **t**
a **d** **r** **e** **t**
r **o** **f**



Scoring is INWARD
 Anywhere outside the
 5 cards scores 0

On the cards

Blue  scores 3

Green  scores 5

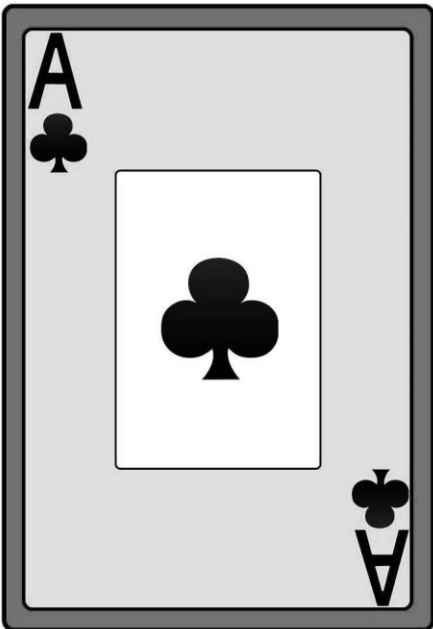
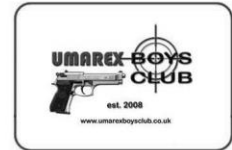
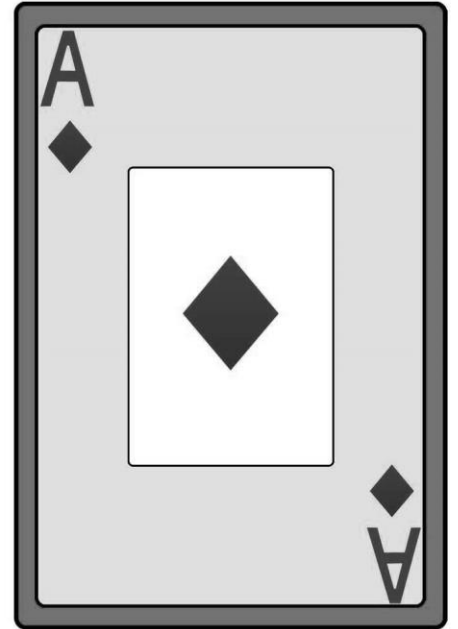
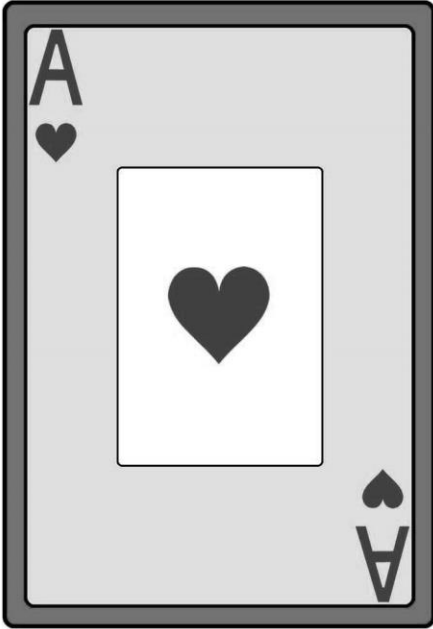
White  scores 7



The central card suit or
 joker image scores 10

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P I P A S
l a y i n g I n s t e a d A c t i o n
c a r d o f



Scoring is INWARD
Anywhere outside the
5 cards scores 0

On the cards

Blue ■ scores 3

Green ■ scores 5

White □ scores 7



The central card suit or
joker image scores 10

