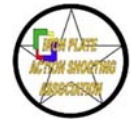




# **IPAS OFFICAL RULES**

Version 4.6  
January 2013



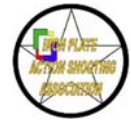
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## Change Log

Date	New Version	Reason for Change	Author
6 <sup>th</sup> January 2013	V 4.6	Formatting change. Introduced new changes to IPAS rules as decided upon at the 2012 AGM and the committee.	AT/ST



## The Targets

All targets will be sheet steel metal plates of the recommended minimum thickness of 2mm.

The following sizes are used for I.P.A.S:

- 10" x 10" Squares (or 250x250 mm)
- 12" x 12" Squares (or 300x300 mm)
- 12" x 18" Rectangles (or 450x300 mm)
- 6" x 6" Square option plate (152x152 mm)

Each plate will be mounted on a 2-inch square post held upright in a suitable base. These posts shall be of the following height:

- 18", 24", 30", 36", 42", 48", 54", 60" and 66"

The plates will be painted the following colours:

Primary plates.....White or Grey

Stop plates.....Blue or red

Option plates..... Matt grey with a white cross

All will be mounted on their respective post via a metal threaded stud affixed to the rear surface of the plate or a bolt through the top or centre (offset on rectangular plates).

## Courses of Fire

Each course of fire will consist of between two and five plates, one of which will be a "stop plate". All timing will be conducted using a shot timer.

The plate distances will vary between a minimum of 5 m and a maximum of 18 m from the designated shooting box. Plate angles will also vary depending on the course of fire and range space limitations.

Unless specified in the course briefing, all primary plates may be engaged in any order (the stop plate is always engaged last). The competitor may fire as many rounds as they deem necessary to complete the course of fire.



## Range Safety Area

The organisers of I.P.A.S matches will provide a clearly marked out area, which is away from the immediate competition area. It will also have a suitable backstop, so that in the event of an accidental discharge, it will be contained. This area will be known as "**THE SAFETY AREA**"

### **Permissible safety area actions are:**

- The uncasing and holstering of pistols.
- The un-holstering and casing of pistols.
- Drawing practice and sight checking. The competitor should ensure that the muzzle of their pistol remains inside the confines of the backstop at all times whilst performing this action.
- Dry firing. It is the competitor's responsibility to ensure that their pistol is clear of propellant and pellets and to maintain muzzle awareness at all times. Therefore no handling of gassed pistols in the safety area.
- The cleaning or repair of pistols.

### **Prohibited safety area actions:**

- The powering up and powering down of pistols. All insertion and removal of either gas or air is to be carried out in the clearly marked areas designated for that purpose.
- Handling of magazines, T.A.C.s, (whether empty or full) and dummy rounds. These should not be brought into the safety area. However the charging of T.A.C.s and other air cylinders can be done freely in the range room or provided area.
- Storage of bags or cases. The safety area must be kept clear of other items & is only to be used for the actions laid out in the rules.

## Range Safety Rules

All ranges are run cold, therefore all competitors' pistols are to be kept unloaded at all times, except when instructed to load by the Range officer. At all times during the course of fire whilst engaging targets, loading, unloading or carrying out any remedial action such as a malfunction clearance, the competitors pistol must be kept pointing down range at all times.



If the limit line of 180 degrees to the shooting box is violated, the competitor will be asked to unload and will be disqualified from the entire match. The competitors must also ensure that their finger is outside the trigger guard whilst drawing, reloading, unloading, moving and clearing malfunctions.

After a string of fire, no competitor may leave the line until their pistol has been proved clear to the Range officer. Once the pistol has been proved clear to the Range officer, the pistol will be placed in a holster or suitable case.

If for some reason the pistol cannot be unloaded and proved cleared because of a broken or failed mechanism, the competitor must inform the Range officer.

Under no circumstances will any competitor be allowed to leave the line with a loaded pistol. The competitor will refrain from handling their pistols, unless instructed to do so by the Range officer. Should a competitor drop their pistol during a course of fire, they must not retrieve it. They must allow the Range Officer to pick it up, unload and inspect it.

If the pistol in question is a Brocock or any other self-contained air cartridge type pistol (TAC), the Range officer will supervise the owner of that pistol picking it up themselves, once the surrounding area has been deemed safe to do so.

## **Safety Violations**

The following violations shall result in automatic disqualification from the match:

- Handling a pistol outside of a designated safety area, or outside the direct control of a Range officer.
- Pointing a pistol up range.
- Dropping a pistol during a course of fire.
- Unsafe handling of a pistol.
- Competitors under the influence of controlled substances, (drugs, alcohol).
- Any behaviour that could be deemed as unsportsmanlike which adversely affects the performance of a fellow competitor, either directly or indirectly.



## **Dress code**

No camouflage or paramilitary style clothing or clothing with offensive slogans to be worn. Anybody found wearing this would be asked to leave the range. It's important for this sport to stay as media friendly as possible, and to avoid possible controversy.

## **Penalties**

Five second penalties will be given for procedural violations, premature starts, missed targets, creeping and foot faults, where applicable. Penalties will also be given for engaging the wrong targets from the designated boxes, and incorrect or non-movement.

## **The Course Briefing**

All competitors will be divided up into squads, each squad will then be sent to their allotted stage and each stage will have its own Range officer. All squads will receive a stage briefing from the Range officer.

## **The Start Commands**

The signal to start will be an audible one, however this will be preceded by the commands:

"Shooter, face the targets, load and make ready"

After a short time the competitor shall indicate to the Range officer that they are ready. The following commands will then be made by the Range officer:

"Shooter ready" --→ Approx 1sec pause -→ "Standby"

If the shooter is not ready they should indicate that this is the case, the Range officer will then stop the start procedure & talk with the competitor to solve any problems. If the competitor makes no indication, there will then be a short pause of between 2 and 5 seconds before the start signal sounds.



Creeping or jumping is prohibited; the competitor must remain motionless until the start signal sounds. All remaining strings in that course of fire will start with "Make Ready", at this point the competitor can reload their pistol. A 5 second penalty WILL BE ASSESSED for creeping, premature start, hand movement or bouncing of any kind.

During the "Make ready" stage the competitor may check the indexing of their pistol providing that they notify the Range officer of their intentions.

## The Finish Commands

Once the competitor has finished the course of fire they will be given the finish commands, which are:

"If you are finished, unload and show clear"

The competitor will unload their pistol & leave the action open, so that the Range officer can see the pistol is unloaded. Once the Range officer is happy that the pistol is unloaded, the following command will be given:

"If gun is clear, re-holster"

The competitor will then return their pistol to either their holster or bag (which must be with them on the firing line). Once the Range officer is happy that the competitor no longer has the pistol gripped in their hand, the Range officer will then give the "Range clear" command. Only after this command is given may the competitor leave the line.

## Scoring

- Your time is your score.
- You will shoot each stage five times. Each time you shoot a stage it is known as a string, and therefore five strings make up a stage.
- Each of the targets making up the stage must be hit during each string. A designated stop plate must be hit last to stop the time. The time for the string stops once the stop plate is hit.
- Missed primary plates will be scored with a five second penalty for each plate missed. The competitor may not shoot at any missed plates once the stop plate has been hit.
- Failure to hit the stop plate will result in a time of 30 seconds being recorded for that string.





- The best four out of five strings will be added together to make your score for the stage.
- The maximum time allowed for each string is 30 seconds. Any hits made after the maximum time allowance will not count.
- The competitor will be stopped and asked to make ready for the next string if they reach the 30-second limit.
- Any questions concerning their score cards should then be asked of the Range officials.
- If still needed, The Match Director will then be summoned. The Match Director's decision is final.

## Shooting Boxes

All shooting will be from shooting boxes, which measure 1 m x 1 m. A foot fault will occur when shots are fired while any part of the body (foot) is touching the ground outside of the shooting boxes. However a foot placed on the raised shooting box will not be penalised.

The stage known as 'Showdown' will have two shooting boxes. Two runs will be shot from one shooting box, and three runs will be shot from the other shooting box.

There is no movement between boxes during individual runs in this stage.

## Hand Positions

The competitor's hands are to be above shoulder level. The Range officer will stop the range commands and give one warning, and one warning ONLY, if they see that the competitor is starting to creep or bounce. Failure to comply will result in a five second penalty for each occurrence.



## Start Position

There will be two start positions; one will be for those competitors who use a holster and one for those competitors who do not, but still wish to take part.

### Holster

Those who wish to draw the pistol from the holster will need to demonstrate to the Match Director that they can do it safely and that the holster that they intend to use is suitable for the pistol that they are using. Competitors who use this position (The "Surrender position") will be known as "Experts".

### Tyro

For those competitors who do not have a holster, the pistol will be held in both hands pointing downwards at 45 degrees, with the trigger finger held straight against the frame of the pistol, clear of the trigger. The competitor stands on the line facing the targets, with their pistol loaded and pointing down range; this start position is known as "Tyro".

The hammer may be cocked, but a functioning safety must be applied, if this is the case.

Please note that the "Tyro" position cannot be used when competing in Sanctioned matches, it can only be used in Non Sanctioned events such as, Open days etc. All competitors taking part in Sanctioned matches must use a holster and shoot from the surrender position.

## General Match Information

- Where practical, all targets will be re-painted prior to each competitor's first run on each course of fire.
- Should a tie for first place of any stage occur, the fastest single run of that particular stage would be used as a tie-breaker. If still needed, the second and third run will be used as the tiebreaker. Should a tie for overall placing occur, those that have tied will be required to participate in a shoot off for first place on a stage chosen by the match director or an impartial nominee.
- The same pistol and holster must be used throughout the match. If there is a mechanical problem equipment of a similar make or model may be used as a replacement, providing that those replacements do not constitute a change of division. If these guidelines cannot be met with the replacement pistol or holster, the competitor will not be eligible for awards in their division, and will not be eligible for overall awards.



## Malfunctions

Should a malfunction or breakage occur during the string of fire, that string will be scored as 30 seconds and the competitor given the chance to retire for repairs or replacement of the equipment before resuming the remainder of the course of fire.

There are no alibis or re-shoots for malfunction or breakage. Missed targets or insufficient pellet impact on the stop plate caused by partly loaded magazines or insufficient gas or air pressure is the competitor's problem.

## Preparation

Competitors are to go to the line with their pistols fully gassed and ready to shoot. They must also ensure that they have with them, adequate power supplies and the appropriate number of full magazines or speed loaders to complete all courses of fire being held in that range area.

In certain situations where multiple stages or courses of fire are to be shot in a range without a designated gassing and de-gassing area, the Range Officer will at their discretion designate such an area. The whole squad will then re-gas under Range officer supervision. This is to avoid causing unnecessary delay.

## Preparing to Shoot

When a competitor has finished, the Range officer will call the next competitor to the line. Practice drawing or sighting must be kept to a minimum and will not be allowed after the first string of fire.

Thirty (30) seconds will be the standard for making ready for each additional string of fire. If the competitor is not prepared in a timely fashion, the Range officer will announce:

"Make Ready Now"

The competitor then has ten (10) seconds to make ready and notify the Range officer upon having done so. If the competitor has not notified the Range officer of their readiness at the ten (10) second mark, the Range officer will award a Thirty (30) second penalty for unsportsmanlike behaviour.



## Pistols Allowed

**The following pistols are allowed in practice/open matches:**

- Multi-shot Co2/PCP Air pistols (min 5 shots). This includes higher powered 6mm/4.5mm BB pistols such as the KJ Works KP06 and Tanfoglio Witness 1911 using Co2 mags only. Pistols of this type need to meet the requirements regarding ammunition. See the **Ammunition** section in these rules.
- TAC pistols. Only when said pistols are recorded on a valid firearms certificate held by the competitor using the pistol.

**The following pistols are only allowed in Sanctioned matches:**

- Multi-shot Co2/PCP Air Pistols (min 5 shots).
- TAC pistols. Only when, said pistols are recorded on a valid firearms certificate held by the competitor using the pistol.

**The following pistols are not allowed:**

- Single shot.
- Airsoft. *\*See Glossary for definition of Airsoft and gas in IPAS\**

## Holsters

All holsters must be mounted securely in the vicinity of the strong side hip at waist level. All holsters must retain the pistol. Triggers may not be fully exposed with any holster.

**Shoulder holsters, cross draw holsters and small of the back holsters are not allowed. This is to prevent you being forced to point the gun at parts of you or others while drawing.**

Whilst in the holster and with the competitor standing normally, the pistol must point within a 1 metre circle around them. This is to prevent you pointing the gun at parts of you or others while drawing. The butt of the pistol should be no lower than the top of the competitor's belt.

No drop/thigh rigs or tie downs are allowed, unless there is an obvious medical reason for their need. Under these circumstances the match director can use their discretion.



## Eye Protection

Eye protection for all competitors and spectators is mandatory. Individuals observed without eye protection will be required to leave the shooting area. A shooter who wears glasses would not be required to wear safety glasses over the top of them, however it is recommended.

## Ammunition

**The following types of ammunition are allowed:**

- Lead or soft alloy based air pellets
- Lead balls for use in air pistols – Practice/Open matches only
- Plastic/Graphite 6mm BB's – Practice/Open matches only

**The following types of ammunition are not allowed:**

- Steel or hard metal based pellets/BB's (i.e. 4.5mm steel BB's)

All ammunition should, upon impact with the targets, either deform and drop to the ground, or be destroyed.

### **NOTE:**

**All competitors must ensure that, upon impact with a target, the ammunition they use is either destroyed or deformed in such a way as to not be a hazard to other competitors and spectators. In cases where this does not happen, it is the Match Director's right to not allow the continued use of that pistol/ammunition. The Match Director's decision is final.**



## Divisions

Competitors will shoot in a single division. The divisions available are:

Standard	Co2/air powered pistol with iron sights only and having a 10 shot maximum magazine capacity. Set-up for the Co2 powered pistols, mainly made by 'Umarex' that fire proper pellets and TAC pistols.
Open	Co2/air powered pistol with electroluminescent sights (i.e. Red dot other than laser sights) and no limit on magazine capacity. Set-up for the Co2 powered pistols, mainly made by 'Umarex', that fire proper pellets, the Anics Skif (28 round magazine) & TAC pistols, since the revolver division was withdrawn. All fitted with non-iron or optical sights, apart from the Anics, put here because of its high magazine capacity.
Laser	Co2/air powered pistol with laser sights and no limit on magazine capacity.

If there are any queries over the division a pistol falls in, then this will be raised with the Match Director. The Match Director's decision is final.

Examples of pistols & what divisions they fall in:

<b>Pistol</b>	<b>Division</b>
Umarex CP88, iron sights	Standard
Umarex S&W 586, Laser	Laser <sup>1</sup>
STC 1911, with Red dot	Open
Umarex S&W 586, iron sights	Standard
Brocock 'Combat', iron sights	Standard
Anics Skif A-3000, iron sights	Open <sup>2</sup>

<sup>1</sup> Due to having laser sights fitted

<sup>2</sup> Due to magazine capacity, not sights



## Glossary of Terms

In this section the following key words and their meanings are specified:

<b>Up range</b>	This is the area behind you that would be occupied by other competitors that are not shooting the course of fire and other spectators.
<b>Down range</b>	This is the shooting area where the targets are situated. This area 'normally' extends up to 90 degrees each side of the competitor, however in certain circumstances the Match Director may reduce this safety angle.
<b>Checking the index</b>	This refers to checking that the magazine rotates correctly prior to commencing the course of fire.
<b>Primary plates</b>	These are the plates that you engage "first" before the stop plate. They can be engaged in any order & you get given a 5 second penalty for each one missed in a string.
<b>Stop plate</b>	This is the plate that must be engaged last. Once hit your time for the string stops.
<b>Option plate</b>	This is what it says, it's up to the competitor to decide whether or not to engage it. If included in a stage normally you get a bonus for hitting it. i.e. 2 seconds taken from your time for the string you hit it in. Missing it does not get you a penalty, like a primary plate.
<b>Unloaded</b>	This means that there are no pellets or magazines in the pistol.
<b>Loaded</b>	This means that there are pellets in the pistol and that it is ready to shoot the course of fire.
<b>TAC</b>	This is an abbreviated term of Tandem Air Cartridge and is the system used in Brocock type revolvers. This type of pistol is now banned from sale in the UK. Anyone who owns one, must have had it entered on a valid Firearms certificate held by them. Anyone in possession of one not entered on a valid Firearm certificate, must contact their local Police force to dispose of it.



<b>Tyro position</b>	This is the start position used by those who do not use a holster. It requires the competitor to hold the pistol in both hands and lowered to a 45 degree angle, with their trigger finger held out straight against the frame, clear of the trigger. <b>(this position cannot be used in Sanctioned matches)</b>
<b>Surrender position</b>	This is the position used by those competitors who use a holster. It requires the competitor to start with both hands held above the shoulders, with one hand held on each side of the competitors head.
<b>Creeping</b>	This is when, in the opinion of the Range officer, the competitor is moving their hands slowly downwards whilst waiting for the audible start signal in order to gain the competitive advantage. In the case of a Tyro shooter, creeping would be defined as moving the pistol upwards whilst waiting for the audible start signal.
<b>Bouncing</b>	This is when, in the opinion of the Range officer, the competitor is moving their arms up and down in a bouncing motion in order to gain the competitive advantage.
<b>Range officer</b>	This is the person who is directly in control of the shooter and who is responsible for the safety of all those that are waiting to shoot or merely watching in the immediate area. The Range officer can be identified by their yellow reflective jacket.
<b>Stage</b>	A layout of between 2-5 plates arranged in a set pattern. The patterns are detailed in the IPAS stages book. Each stage is normally shot 5 times in a competition. A competitor's score for a stage consists of adding the times of their four fastest runs together. The slowest run is not counted.
<b>String</b>	A single run, by a competitor of a stage.
<b>Competition</b>	An event where people come to shoot a series of stages, normally 6-8 in number.
<b>Match Director</b>	The person who organises a competition. They will decide on the stages to be shot, arrange things & have the final decision on any queries with rules, equipment, etc.





**Airsoft**

This as far as IPAS is concerned is defined as a pistol with a power level of <1 joule that fires 6 mm or 8 mm BB's regardless of propellant type used. This type of pistol is normally sold for skirmishing in the UK, hence the low power.

Airsoft pistols of any power level (CO2 or GAS) are **NOT** allowed for IPAS Sanctioned Matches but need to meet the requirements as laid out in the Ammunition section of these rules. Normally the higher powered models are not allowed for skirmishing.

**Shoot fast,  
Don't miss**

The motto of IPAS and what you are aiming to do.

**IPAS**

**I**ron **P**late **A**ction **S**hooting. The sport you are reading the rules for. Based on the Steel Challenge pistol competition held in the USA

**Sanctioned match**

This is a match that has been approved by the course reviewer who has issued a unique code no. The match will be advertised showing this code no.