



## What Action Air Is

- Action Air is a dynamic shooting sport using airsoft handguns (6 mm BBs) on scaled-down IPSC stages.
- The International Practical Shooting Confederation (IPSC) sets the international rules, safety standards, and competition structure for the sport worldwide.
- You move through a course of fire, solving the “puzzle” your own way (freestyle) and shooting targets as and when you see them.

## Basic Safety

- Treat every handgun as loaded and always keep the muzzle pointed safely downrange and within the allowed safety angle.
- Finger off the trigger until you are on target and ready to shoot.
- Handle your pistol only:
  - Under RO control on the line, or
  - In the designated Safety Area (no BBs or loaded mags there)
- Dropping the handgun, pointing it outside the safe angle, or an accidental discharge ends with a disqualification (DQ).

## Divisions and Gear (Handgun)

Main divisions: Open, Standard, Production, Classic and Production Optics.

- Open: Most modifications allowed, optics and compensators (mostly cosmetic on airsoft) permitted, high-capacity mags.
- Standard: Gun must fit in IPSC box, mag capacity limited (typically 18 rounds), no extreme race setups.
- Production: Gun essentially stock and on IPSC’s Production List, limited mag capacity (typically up to 15 rounds).
- Classic: 1911-type pistols, must fit IPSC box, lower mag capacity (10 rounds).

You need: eye protection, suitable belt, holster that covers the trigger guard, and mag pouches mounted as per division rules.



## How a Stage Works

- You get a stage briefing that tells you start position, ready condition, target types, and special procedures.
- IPSC is freestyle: unless the briefing forces something (e.g. “strong-hand only”), you choose how to move and shoot.
- Stages are classified by size (Short, Medium, Long) with minimum round counts.
- Targets:
  - Paper targets (IPSC) with A/C/D scoring zones.
  - Poppers and plates scaled for airsoft; must fall or react when hit.

## Range Commands (Typical Sequence)

You must know and obey all RO’s commands precisely.

1. “Load and make ready” or “Make ready” – You may take your gun out of the holster, load and get into the start position.
2. “Are you ready?” – If not, say “Not ready.”
3. “Stand by” – Beep follows; course of fire starts.
4. Shooting and moving – Follow the stage briefing and stay safe.
5. “If you are finished, unload and show clear” – Remove magazine, clear chamber, show clear.
6. “If clear, hammer down and holster” – Pull trigger safely as directed, then holster.
7. “Range is clear” – Only now may people move forward to score/paste/reset targets.

\*Exact wording may vary slightly by region, but sequence is the same.



## Scoring and Penalties

- IPSC uses “hit factor” = points divided by time. Higher is better.
- You usually need 2 hits per paper target. Misses cost points.
- Action Air handgun uses ‘Minor scoring’: A-Zone = 5 points, C-Zone = 3 points, D-Zone = 1 point.
- Procedural penalties (time-neutral penalties) are added for:
  - Foot faults (shooting outside the shooting area/fault line).
  - Not following mandatory procedures (e.g., skipping a required position, wrong-hand on one hand only stages).
  - Hitting a ‘no shoot’ target

## Common Disqualifications

- Unsafe muzzle direction (breaking the 90-degree or local safety angle).
- Accidental discharge (shot before the start signal, into the ground close by, etc.).
- Dropping the handgun during the course of fire.
- Handling handgun outside Safety Area or without RO permission.