



**Hitmen Air Powered Time Trials is a 3-Stage "RUN AND GUN" course, with a graduating level of difficulty. Open to all ages and skill levels.**

## COURSE RULES:

- Players start the course by pressing the red button with their empty hand and gun down, and stop their time once all targets have been shot by pressing the red button at the end of the course. This is the only part of the course a participant is allowed to touch.
- Player must be in bounds to start, and remain in bounds throughout run.
- Player must not shoot or touch, with any part of their body or equipment (including barrel), course walls, window frames, or posts, during ANY part of a run - this will result in a "FAULT".
- Player may shoot, and reload as many projectiles as they like, at any rate of fire/FPS acceptable at your field, as long as ALL TARGETS are hit. Missed targets will result in a "FAULT".

\*[www.AirPoweredTimeTrials.com](http://www.AirPoweredTimeTrials.com) for more detailed regulations.

## ACCEPTED COURSE & EQUIPMENT CLASSES:

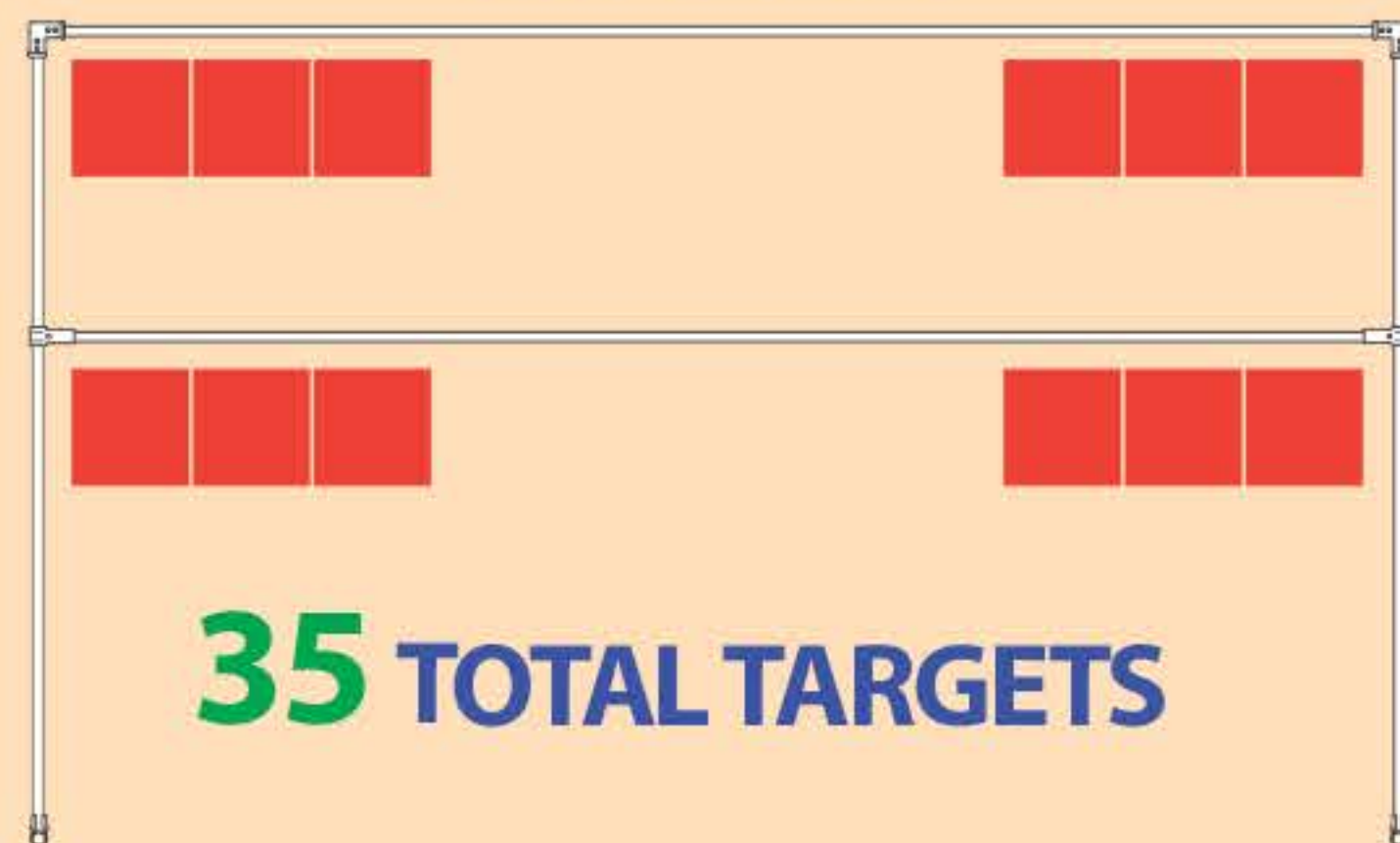
Four Course Classes:

### "BULLSEYE 10"

SHOOT ANY ONE (1) TARGET IN EACH OF THE TEN COURSE WINDOWS

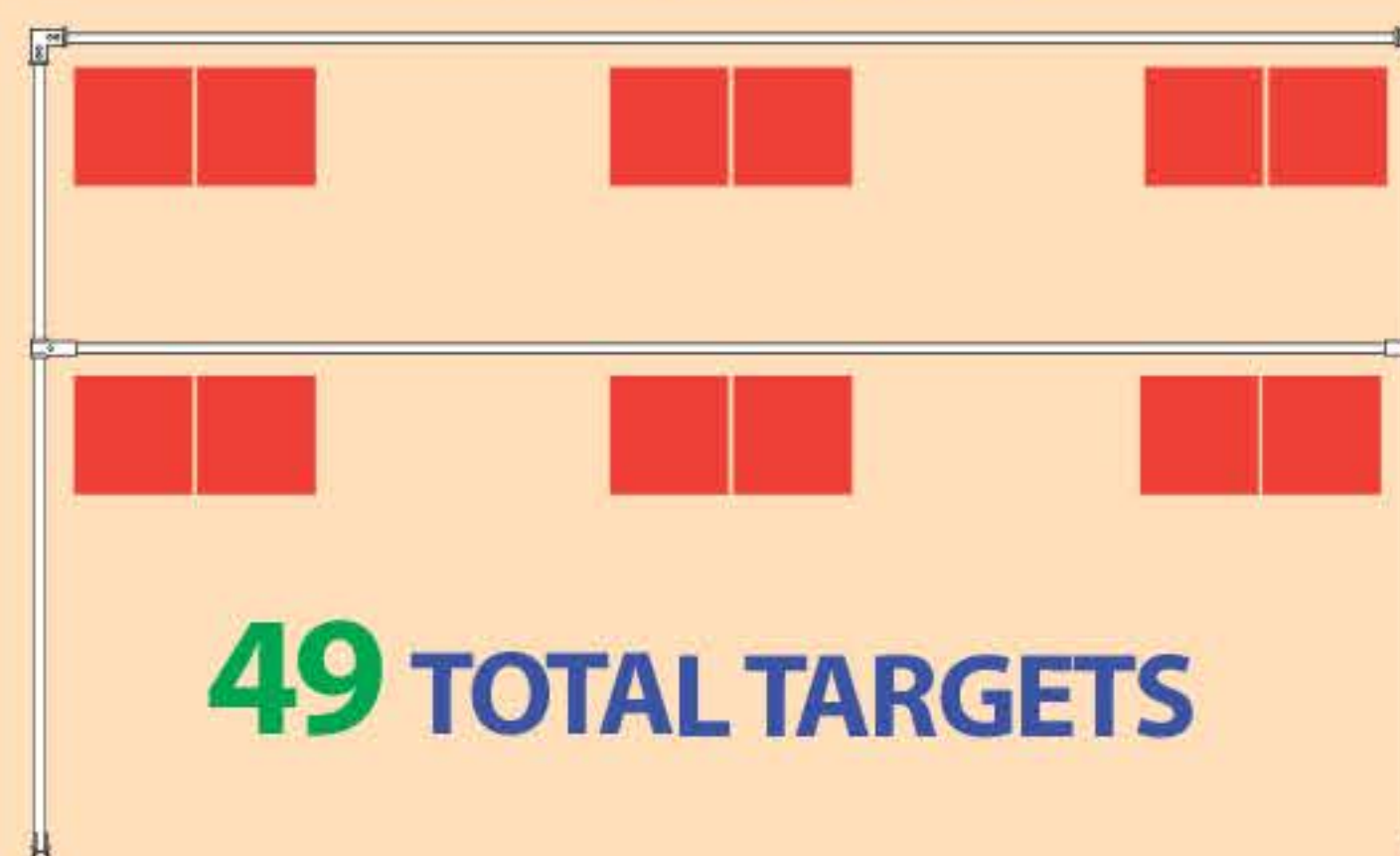
10 TOTAL TARGETS

### "SPEED"



35 TOTAL TARGETS

### "ATTACK"



49 TOTAL TARGETS

### "ENDURANCE"



83 TOTAL TARGETS

- **AirSoft:** Rifle (AEG, GBB, HPA) or Pistol (AEG, GBB, HPA)

- **Paintball:** Mechanical, Electronic, Pump, Mag-Fed Rifle, Mag-Fed Pistol

## COURSE LAYOUT:

\*Some courses may have a slight variance.

