

TAC PRO SHOOTING CENTER

TACTICAL PROFESSIONALS INC.

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3 GUN TACTICAL MATCH

Date: Saturday, October 13, 2012 Range Brief: 8:30am Start Time: 9:00am Entry Fee: \$60 members, \$75 for non-members

Description: This is a Three gun tactical match. It will utilize rifle, shotgun, and handgun. The stages will not be published prior to the match. These stages will strive to present realistic use of the firearms involved, as needed in a tactical environment.

Stages of Fire: There will likely be rifle, pistol, shotgun, and combination stages.

All stages will have maximum run times.

Entries: Slots are limited to 75 entries. Entry will be offered to members primarily and then opened to everyone. Please send your entries in early as we were overbooked on the last match. As of two weeks before the match (i.e. <u>Sept 30, 2012</u>), entries will be <u>non-transferable and</u> <u>non-refundable.</u>

Rules:

Cold Range

Handgun: 9mm /.38 Special minimum. No optics and no compensators allowed. IDPA-type holster restrictions. Handguns must be worn for all stages of fire.

Shotgun: 20 ga. Minimum. No optics and no TEC speed loaders allowed. **8 rounds maximum** loaded in the shotgun at any time. There are no limitations on buck/birdshot sizes.

10 SLUGS will be required (minimum). NO STEEL SHOT.

Rifle: There will be two categories. Optic sights and iron sights will be scored separately. No bipods allowed. Compensators / muzzle brakes are fine. **No Armor piercing/steel core/Tracer. Note:** No changes to the configuration of any firearm will be allowed during the match (no changing optics, slings etc.) The only exception will be changing chokes in shotguns. *Concessions will be available on the range. Awards and prizes will be distributed after the match.*

For Squadding information, please see over (CUT AT LINE & RETURN TO TPSC)

NAME
ADDRESS
CITY STATE ZIP
EMAIL ADDRESS
TELEPHONE
PLEASE CHECK SIGHT OPTION: IRONOPTIC

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Targets

All cardboard targets are deemed as impenetrable, and "pass-through" will not be counted as multiple scoring impacts.

"No Shoot "Targets - Stages of fire may involve designated "no shoot" targets, denoting hostages or innocent bystanders.

These targets may be designated in various ways, and may require a judgment call by the competitor. An example of this may require the competitor to engage only targets that are visibly armed, with unarmed targets being considered "no shoot" targets.

Scoring Steel - Steel will consist of round or square plates, "pepper popper"-style targets, or "flash"/ "flag" targets. All steel targets must fall or turn 45 degrees to be scored. Steel may not be engaged closer than 10 yards.

Hardcover Steel - "Hardcover" targets may be used to obscure other scoring targets from point of view or aim. Hardcover impacts will not be assessed as penalties.

Reactive Targets - Other reactive targets may be deployed during a course of fire. Descriptions will be given during the match briefing.

Holsters

Any IDPA, concealed-style, or tactical-style holster is allowed. Shoulder rigs, vest-mounted, "small of back", fanny packs are not allowed. Handgun holsters must be attached to a belt or be securely attached to the body, and cover the trigger. For safety reasons, the removal of holsters during the match is discouraged.

Allied Equipment

Equipment, such as slings, holsters, or magazine pouches may not be removed at any time during a course of fire to provide better mobility for the competitor unless, instructed by a range officer or described in the stage briefing.

Slings

Tactical or single-web slings are allowed on shotguns and rifles. Slings may not be added or removed from a competitor's weapon once the course of fire has begun.

Cold Range

All weapons are to be unloaded prior to the commencement of the match. Loading/Unloading of weapons will be performed only under the direction of a Range Officer.

Match Disqualification

Downed Weapon - Any weapon dropped on the range before, during or after a course of fire will result in a match DQ.

180 Degree - Any weapon pointed in a rearward direction during a course of fire will result in a match DQ.

Sweeping/Covering - Any competitor's muzzle/barrel that points or covers any competitor's body or portion of body at any time during the match will receive a match DQ.

Accidental/Negligent Discharge - Any bullet not directed at an intended target, or impacting within 3 meters of the competitor, or any bullet that goes beyond the berm/designated impact area will result in a match DQ.

Unsportsmanlike Conduct - Taunting/Heckling another competitor, intentionally altering/damaging another competitor's gear, arguing with a range officer will result in a match DQ.

SQUAD INFO

If you know who you would like to be squadded with, please complete the following information SQUAD LEADER_____

SQUAD NAMES