



**TAC PRO**  
SHOOTING CENTER

# TAC PRO SHOOTING CENTER

**TACTICAL PROFESSIONALS INC.**

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## COMBAT PISTOL MATCH

**Date: Saturday, 10<sup>th</sup> November 2012**

**Range Brief: 8:30am Start Time: 9:00am**

**Entry Fee: \$50 members, \$60 for non-members**

**Description:** This is a Tactical Combat Pistol match to increase your awareness of your abilities and tactics under stress. It will utilize a minimum of one pistol with two spare magazines (ie: three mags total). Participants may carry a back up pistol. The stages will not be published prior to the match. These stages will strive to present realistic use of the firearm involved as needed in your tactical environment. Police officers and military personnel to wear duty rig, all others conceal carry.

**Stages of Fire:** To be compiled by Bill Davison to increase your awareness for the limitations of you and your handgun. They will involve realistic problems that you have to solve.

**Entries: Slots are limited to 80 entries.** Please send your entries in early as we will not accept more than 80 shooters for this match. As of one week before the match (ie the 3rd of November ), entries will be **non-transferable and non-refundable.**

**Rules:** **\*Cold Range\***

**Handgun:** Bring what you carry.

**Note:** No changes to the configuration of any firearm will be allowed during the match *Awards and prizes will be distributed after the match.*

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY STATE \_\_\_\_\_

ZIP \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

**ENTRY FEE \$50 MEMBERS \$60 NON-MEMBERS** Make checks payable to Tac Pro Shooting Center. There will be a 3% fee for any credit/debit card transaction. Match T-shirts will be available for pre-order and pickup on the day of the match. Please indicate size and quantity **and include \$15 per shirt with your entry form.** **Lunch will be sandwich, chips and a Gatorade or water for \$5.** \_\_\_\_\_ Please indicated how many lunches you are paying for and include with your payment.

**T-SHIRTS:** SMALL \_\_\_\_\_ MEDIUM \_\_\_\_\_ LARGE \_\_\_\_\_ X-LARGE \_\_\_\_\_ 2X \_\_\_\_\_

Have you shot a Combat Pistol match at Tac Pro Shooting Center before? YES \_\_\_\_\_ NO \_\_\_\_\_

**MAIL ENTRY FORMS TO: Tac Pro Shooting Center, 35100 N. St. Hwy 108, Mingus, TX 76463-6405**

CC # \_\_\_\_\_ Exp \_\_\_\_\_ Security Code \_\_\_\_\_ Billing Zip \_\_\_\_\_

*\*Please note a 3% processing fee will be charged on all credit/debit card transactions*

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## **Targets**

“No Shoot” Targets - Stages of fire may involve designated "no shoot" targets, denoting hostages or innocent bystanders. Anyone shooting a “No Shoot” will be heavily penalized as in real life.

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.

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

## **Holsters**

Bring what you wear.

## **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 loaded 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 unsafe 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.

**Unsportsman-like Conduct** – Ungentlemanly conduct will result in a match DQ.