



TAC PRO

SHOOTING CENTER

35100 N.ST.HWY 108
MINGUS, TEXAS 76463-6405



3 GUN TACTICAL MATCH



Date: Saturday, 18th October, 2003

Start Time: 9:00am

Entry Fee: \$50 members, \$65 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 The stages will not be published prior to the match.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 be one rifle, one pistol, one shotgun, and two combination stages, totaling five 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 (ie the 4th October), entries will be non-transferable and non-refundable.

Rules:

Cold Range

Handgun: 9mm /.38 Special minimum. 125 power factor floor. 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.

NO STEEL SHOT. NO SLUGS.

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.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

EMAIL ADDRESS _____

PLEASE CHECK SIGHT OPTION

☐

IRON

☐

OPTIC

ENTRY FEE \$50 MEMBERS \$65 NON-MEMBERS Make checks payable to Tac Pro Shooting Center
Match T-shirts will be available for pre-order and pickup on the day of the match. Please indicate size and quantity here and include \$15 per shirt with your entry form.

T-SHIRTS ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ X-LARGE ☐ 2X

Have you shot a 3 gun tactical 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

Visa and MasterCard are accepted Number _____ Exp _____

Targets

Paper - IDPA-style brown paper targets will require 2 penetrating rounds for scoring. One miss result in a 5-point penalty and the loss of the scored points.

Head zone - 5 points

Center Mass (circle at torso area) - "Alpha" 5 points

Outside of center mass (middle torso area) - "Charlie" 4 points

Extreme outside (torso area) "Delta" 3 points

All paper targets are deemed as impenetrable, and "pass-throughs" 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 judgement 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.

SQUAD INFO

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

SQUAD LEADER_____

SQUAD NAMES_____
