

# **2018 Tactical Shooters Alliance (TSA) Rule Book**

## **Founding Concepts of TSA**

The TSA was created as a competition and training outlet for recreational and defensive minded shooters. Unlike similar shooting sports, TSA was created as an attempt to create the most realistic and tactically sound shooting scenarios while employing the use of a primary and secondary weapon system. It requires participants to focus not only on completing a course of fire per instructions and under a timer, but to also find the balance of speed and accuracy, while utilizing two different weapons in compliment of each other under different gear loads and arrangements. The result of this method of competition allows participants to enhance their focus and problem solving ability in an environment that forces them to account for multiple variables, just as they would in the real world. Competition aside, it is our goal at TSA to make people better shooters. We are all students, and TSA is the outlet for us to share our collective knowledge about defensive shooting, tactics, and handling mechanics so that we may all benefit and advance our ability towards a common goal; to become better, disciplined shooters.

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# **1.0 SAFETY RULES, DISQUALIFICATIONS, AND CONDUCT**

## **1.1 ALWAYS**

**TREAT EVERY WEAPON AS IF IT WERE LOADED**

**NEVER POINT A WEAPON AT ANYTHING YOU DO NOT INTEND TO DESTROY**

**KEEP YOUR FINGER OFF THE TRIGGER UNTIL READY TO FIRE**

**KEEP THE WEAPON ON SAFE UNTIL READY TO FIRE (if applicable)**

1.2 It is the competitor's responsibility to read and understand the rules set forth by TSA and agree to be subject to these rules while participating in any TSA event.

1.3 It is competitors' responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms. Including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules.

### **1.4 All TSA Produced Events will be run on COLD RANGES.**

COLD RANGE definition: Competitors' firearms must remain unloaded at the event site except under the direct supervision of an event official. Magazines may not be inserted in any weapons until instructed to do so by a Safety Officer.

### **1.5 Tech Inspection**

All participants must submit to a technical inspection of their firearms and equipment before they may be allowed to compete. Tech inspection will be conducted by a competent Safety Officer or match official. The inspector will conduct a functions check and general serviceability inspection for both weapons (check that the trigger and safety mechanisms are operating as they should, and all essential operating functions of the weapon are working properly). This will require the inspector to dry fire the weapons. If the participant is not comfortable with their weapon being dry fired during inspection then that participant must provide a snap cap for his/her weapons. The inspector will also conduct a visual inspection of the participants gear to insure all equipment is in proper working order, and is not arranged in a manner as to produce a safety concern. If the inspector does not find any problems, the inspector will sign the participants score sheet. If a problem is found, the participant must remedy the problem before he/she will be allowed to participate. If during the match a participant's score sheet is found to not have been signed by the inspector, that participant may not be allowed to continue until a proper inspection has been completed and their scoresheet has been signed by the designated inspector.

## **1.6 Designated Safe Areas**

Safe areas will be clearly marked with signs. This is the only place that firearms may be handled off the firing line for the purpose of maintenance and adjustment. Live ammunition may not be handled in safe areas. In each safe area, there shall be a table in which to place weapons being serviced. Safe tables are not to be confused with staging tables. Staging tables may only be used to place weapons while shooters are off the firing line. Staging tables are not an approved location to handle or service weapons.

## **1.7 Transporting Rifle, Carbine, and Pistol (from vehicle or between stages)**

Rifles and Carbines must be cased, or if hand carried or slung, the muzzle must be pointed down with a safety flag inserted. Using carts where the muzzles are pointed downward are approved. Pistols carried between stages must be cased or remain holstered.

Rifles & Carbines must be transported with actions open, detachable magazines removed, with an inserted chamber safety flag. Actions can only be "closed" on an inserted chamber safety flag.

While on the range and not on the firing line, handguns must remain holstered, all long guns must be slung muzzle down or placed on the safe table muzzle away from range, with a safety flag inserted at all times. All safe tables must be marked to clearly designate what direction the muzzle should be oriented.

During a course of fire a competitor may handle more than one firearm at a time, however neither firearm may be discharged until one is re-holstered or safely grounded or slung. Violation of this rule will result in a match DQ. All safety rules apply while handling two firearms at the same time.

## **2.0 DISQUALIFICATIONS**

2.1 Disqualifications are made at the discretion of the Match Director only.

2.2 A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue.

2.3 Safety violations will not be subject to arbitration.

2.4 A Range Officer must stop a competitor who causes a negligent discharge as soon as possible.

2.5 Disqualification for a Negligent Discharge, this includes slam-fires.

Definitions of Negligent Discharge Apply To:

A shot which travels over a backstop, a berm or in any other direction deemed by the event organizers to be unsafe. (Please note: a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, through ricochet or bounce will not be disqualified)

A shot that strikes the ground less than 10 feet from the competitor, except when shooting at a target that is placed closer than 10 feet from the competitor. The shooter will be stopped. The position that the shooter was in will be marked as well as the impact point. Until a ruling is made, no one shall walk the stage or the area where the violation occurred. Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a "hang fire" or "Slam Fire" shall not be subject. A slam fire occurs when a round is detonated via the action of the slide or bolt when the firing pin becomes stuck and not by the trigger mechanism releasing the firing pin.

A shot which occurs while loading, reloading or unloading a firearm after the "Make Ready" command and before the "Range is Clear" command.

A shot that occurs while loading, reloading, transitioning off or back to the shoulder or during remedial action in the case of a malfunction or clearing a firearm.

A shot that occurs while transferring a firearm between hands.

A shot that occurs during movement, except while actually shooting at targets.

Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to DQ. Definition of a Detonation: Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel. (e.g. when a slide is being manually retracted or when a round is dropped).

A competitor shall be disqualified for dropping or losing control of a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range is Clear" command is issued. This includes any firearm, loaded or unloaded, that falls during the course of fire. Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification.

## **2.6 Grounding of Firearms DQ Applications:**

Disqualification Apply to:

a) Transitioning from long gun to pistol without engaging the safety.

2.7 A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180-Degree Safety Plane. The 180-degree rule only applies to the weapon in the shooters hand. It does not apply to safely slung long guns, or holstered pistols.

Definition of the 180-Degree Safety Plane: The plane defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely downrange and parallel to, the designated backstop used on the bay to define the 180 safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180 safety line is a violation.

2.8 A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating, Intentionally altering targets prior to the target being scored to gain advantage or to avoid

penalties, Altering or falsifying score sheets or data in electronic scoring devices, Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.

2.9 Discharging or “Burning” the last round(s) to empty the chamber, unload a firearm or to load a different projectile is admissible, but it must be pointed and done so at a legal target or in a safe direction. Long guns must be fired from the shoulder while “burning” a round. Failure to comply will result in a match DQ

2.10 Pistol and rifle cartridges must fire a single projectile only. Violators will be deemed as cheating and shall be subject to a match DQ.

2.11 Engaging any steel target with rifle, not designated as a rifle target in the written stage brief (WSB) is subject to DQ.

2.12 Any competitor found with a magazine inserted in their pistol, carbine, or rifle, while not under the direct supervision of a range official, shall be escorted to a safe area to check the loaded condition. If the magazine or chamber is found to be loaded, the competitor will be subject to a match DQ. Handling loaded magazines, live or dummy rounds or a loaded firearm in a Safe Area will result in a match DQ. Exemption: Closed boxes of ammo may be handled

2.13 A competitor who intentionally loses or displaces eye or ear protection during a course of fire shall be deemed to be cheating and will be subject to a match DQ.

2.14 Threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff, will result in a match DQ. Disqualification for this type of conduct shall result in immediate ejection from the match venue property.

2.15 Disruptive behavior from a competitor, in an attempt to disturb, distract, or help other competitors that are shooting a course of fire, will result in a match DQ. Disruptive behavior from a spectator in an attempt to disturb, distract, or help competitors that are shooting a course of fire, shall result in their immediate ejection from the match venue property.

2.16 Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be directed to stop shooting, issued a match DQ and must leave the range. However, a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs shall only be directed to stop shooting, no DQ. The competitor, at the Match Directors discretion, may be allowed to resume competition, if judged to be fit to return.

2.17 If a competitor is deemed by match staff to be unsafe, due to a medical condition, erratic behavior, an injury that impairs their ability to continue competing safely, or is deemed to be unsafe to themselves or others around them, shall be directed to stop shooting, no DQ. The final decision shall be at the sole discretion of the Match Director.

2.18 Disqualifications will be finalized by the Range Master or the Match Director only.

2.19 Refusal to submit to a rule compliant inspection of any or all equipment that a competitor is using during the match will result in a match DQ.

2.20 Designated staging tables or any other prop at the starting position or inside the fault lines are not to be used as support for steadying the firearm for a shot.

2.21 Finger inside the trigger guard: The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading or unloading during a course of fire and while clearing a malfunction. Failure to comply with Verbal Warnings will result in a Match DQ. Finger Exceptions: When actually aiming or shooting at targets or while complying with the "Make Ready" command to lower the hammer of a pistol without a de-cocking lever.

2.22 During a course of fire, a competitor "is allowed" to handle more than one firearm at a time, however neither firearm may be discharged until one is either re-holstered or safely slung. Violation will result in a match DQ.

2.23 All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity. Shooting under or over or moving under or over such props is strictly forbidden and is considered a safety violation. Unless specifically delineated and allowed in the Written Stage Briefing. Violation will result in a Match DQ.

## **3.0 CONDUCT**

3.1 Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Clothing with offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed at the event site. Eye protection is mandatory for all competitors, spectators & range personnel at all times while at the event site. Ear protection is mandatory for all participants, spectators & range personnel while on or near a course of fire.

## **4.0 Firearms, Ammunition, and Equipment**

### **FIREARMS**

4.1 All firearms used by competitors must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or related equipment at any time to check that they are functioning safely. If a Range Officer declares any such firearm unserviceable or unsafe, it must be

withdrawn from the event until the firearm is repaired or replaced to the satisfaction of the Range Master or Match Director or their designee.

4.2 If a competitor's firearm becomes unserviceable during competition, the competitor may replace their firearm with another of the same model, caliber and sighting system, pending approval of the Range Master or Match Director or his designee. In the event that a firearm of the same model, caliber, and sighting system cannot be found, the shooter may use any TSA legal firearm, but shall also be moved to Open Combat division depending on the type of replacement firearm used. All replacement firearms must be approved by the RM/MD or his designee.

4.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

4.4 The same firearm system for each gun, shall be used during the entire event. Forbidden changes include, but are not limited to: change of caliber, barrel length, sighting systems or stock style except if the shooter meets the conditions explained in rule 4.2

#### **4.5 Restrictions**

4.4.1 Ammunition used in rifles may not exceed .30 cal or similar. 50bmg or comparable are not allowed.

4.4.2 An Optic is defined as any lensed sighting device that does not require the use of iron sights, or, "open" sights. All optics are permitted except thermal and night vision devices, and laser aiming devices.

4.4.3 Fully automatic capable firearms are NOT permitted.

4.4.4 Trigger upgrades are allowed however "double fire" triggers or triggers that fire more than one round from the time they are pulled to the time they are reset in the forward position are not permitted.

4.4.5 Bipods, monopods, and tri-pods are not permitted to be used.

#### **4.6 Handguns-**

A Handgun as defined by TSA is any double action revolver, or semi-automatic, detachable magazine fed, pistol cartridge firing weapon that can be secured in a traditional holster. Barrel length may not exceed 6 inches.

#### **4.7 Carbines-**

A carbine as defined by TSA is any shoulder fired, semi-automatic, detachable magazine fed, pistol cartridge firing weapon. Carbines must have a selectable safety switch. Minimum barrel length is 5 inches not including muzzle device.

#### **4.8 Rifles-**

A rifle as defined by TSA is any shoulder fired, semi-automatic, detachable magazine fed, centerfire rifle cartridge firing weapon. Rifles must have a selectable safety switch. Minimum barrel length is 7.5 inches not including muzzle device.

#### **4.9 Ammunition**

Tracer, incendiary, armor piercing, steel jacketed or steel/tungsten core and steel shot ammunition are specifically not allowed and are prohibited. A competitor found in violation of this shall be assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense. Pistol ammunition shall be 9mm or larger(5.7x28mm is ok). Rifle ammunition must be .223 Remington (5.56 x 45 mm NATO) or larger. Pistol and rifle cartridges must fire a single projectile only. Rifle ammunition may not exceed .30 cal or similar.

#### **4.10 Equipment**

As defined by TSA, "equipment" includes magazine carriers, belts, vests, chest rigs, holsters, slings, weapons accessories, optics, all firearms, magazines, clothing, footwear, and possibly other gear to be defined at the discretion of range officials.

All equipment used must be in serviceable condition and will be subject to inspection by range officials. Equipment must not be set up in a manner that interferes with weapons manipulation to the point of creating an unsafe situation. Loose clothing, hanging or loose straps, etc, must be secured before engaging a course of fire unless functionally appropriate.

#### **4.11 Slings**

All slings must be in serviceable condition and are subject to inspection by range officials. 1, 2, and 3 point slings are acceptable. If a sling is deemed unsafe by a range official, the shooter will be allowed to find a replacement or compete without a sling if possible for that COF.

#### **4.12 Holsters**

All holsters must be in good serviceable condition and are subject to inspection by range officials. Holsters must retain the firearm by tension, thumb break strap, or button release and all must totally cover the trigger. All holsters must possess enough retention to securely hold the firearm when turned



upside down. If a holster is deemed unsafe the participant will have to find an acceptable replacement. For safety reasons, cross draw, inside the waistband, appendix, and shoulder holsters are not permitted. Handguns must be mounted at the 3 o'clock or 9 o'clock position or forward of that so as not to violate the 180 degree rule. Drop leg holsters are acceptable provided they do not ride low on the thigh. All thigh holsters must be approved by a range official for ride height and security. Holster may not have more than 15 degrees of "cant". SERPA holsters are approved for use but are discouraged. Safety officers must meet with any shooters using serpa style holsters to discuss proper engagement of "press button" retention holsters. "Press button" retention holsters are to be swept with the pad of the index finger and not the tip of the index finger. Shooters who violate this rule will be given one warning by the SO. If the violation happens again the shooter will be disqualified and may not continue. If the shooter cannot physically execute the draw in this manner the shooter must use a different style holster. The button may not be disengaged by altering the original design or by using a "block".

#### **4.13 Belts**

All belts must be in serviceable condition and must hold the holster tight to the body. All belts are subject to inspection by range officials. Belts may be looped through the pants or externally mounted on the hips "duty belt" or "pistol belt" style provided they are secure.

#### **4.14 Ammunition Carriers**

Magazine pouches can be mounted on the belt, vest or chest rig, or on a drop leg platform, and must be able to securely hold loaded magazines at standard capacity when turned upside down. Magazine carriers must be of "pouch type", (i.e. magnetic, or race style carriers are not permitted.) This applies to speed loaders and moon clips as well.

#### **4.15 Vests and Chest Rigs**

All vests and chest rigs must be in serviceable condition and are subject to inspection by range officials. A vest or chest rig as defined by TSA is any platform that mounts over both shoulders, can be secured around the midsection, and allows magazines to be stowed in front of the body. If a holster is mounted on the chest rig it must be secured properly, and not flap.

## **5.0 Divisions, Classifications, Firearms, and Required Equipment**

### **5.1 Divisions**

TSA has created 6 skill divisions. Only TSA members are eligible to earn a skill division. In order to earn a skill division, members must compete in at least 3 TSA matches in their membership year. Members match results are compiled, ranked and posted on the TSA website. The match results are broken down in 6 percentile groups. The member earns points for each match depending on which percentile group he/she finished in. For example, if a member finishes in 25<sup>th</sup> place out of 100 shooters, that member finished in the 75<sup>th</sup> percentile and would be eligible for 4 points. At the end of the members membership year, the points are to be added up and divided by the number of matches that member

participated in giving the average points earned. That average is what determines the members skill division. See 5.1.1 for a breakdown of the percentile groups, points awarded, annual average points and its coinciding skill division. Skill divisions are color coded. The skill division a member earns will be reflected on their member ID cards. All first year members start with a RED card. TSA will record how many points each shooter earns, but it is the members responsibility to track and average their points at the end of their year. TSA will verify the correct points average for each member when they renew their membership.

### **5.1.1 Divisions:**

#### **Percentile Groups and Points**

95-100% -6 points awarded

85-94% - 5 points awarded

75-84% - 4 points awarded

50-74% - 3 points awarded

25-49% - 2 points awarded

0-24% - 1 point awarded

#### **Points Averages and Skill Division**

5.5-6 points – BLACK

4.5-5.4 points – TAN

3.5-4.4 points – GRAY

2.5-3.4 points – BLUE

1.5-2.4 points – WHITE

1-1.4 points - RED

### **5.2 Classifications**

The class in which a shooter will compete is determined by their firearms. Shooters will have the option to complete a course of fire with two firearms, but those firearms selections must consist of one semi-automatic pistol or revolver and one semi-automatic rifle or pistol cartridge firing carbine, defined as Rifle Class and Carbine Class. They may use ironsights, or optics for the rifle or carbine, both having their own class. **Optics on the handgun does not affect the shooters classification.** Sub-Class is determined by the equipment that is used during a course of fire. Equipment may not be changed once a competitor has completed and passed tech inspection. Sub-Classes may be subject to a “Handicap” time.

### **5.2.2 Classifications:**

#### **Carbine Iron sight Class (CI)**

Shooters who compete in this class carry both a handgun and semi-automatic pistol cartridge firing long gun, of 9mm or higher. Optics are not permitted in this class.

#### **Carbine Optics Class (CO)**

Shooters who compete in this class carry both a handgun and semi-automatic pistol cartridge firing long gun, of 9mm or higher. Optics are permitted in this class.

#### **Rifle Iron Sight Class (RI)**

Shooters who compete in this class carry both a handgun and semi-automatic centerfire rifle, of .223/5.56x45mm or higher. Optics are not permitted in this class.

#### **Rifle Optics Class (RO)**

Shooters who compete in this class carry both a handgun and semi-automatic centerfire rifle. Optics are permitted in this class.

### **5.4 Sub-Classes**

#### **Lightweight (no handicap)**

Shooter must carry at minimum 2 spare magazines for each weapon, enough ammunition to complete the course of fire. All spare magazines and holsters must be worn at waist level, on a drop leg, or in a shoulder sling bag. This sub-class is written as "L" on registration and scorecard.

#### **Midweight Combat (-2 second handicap per stage)**

Shooter must carry no less than 2 spare pistol magazines and 4 carbine/rifle magazines loaded to course of fire capacity. Carbine/Rifle magazines must be mounted on a vest or chest rig. Pistol magazines and pistol holster may be mounted on either waist, belt, vest, chest rig or drop leg. If the pistol holster is located on a vest or chest rig, the draw angle is not to exceed 15 degrees from the deck. (no horizontal mounted holsters) This sub-class is written as "MC" on registration and scorecard.

#### **Heavy Combat (-4 second handicap per stage)**

Shooter must carry an armor load or simulated armor load of 15lbs in a backpack. Weighted packs can be provided to the shooter. Shooter must carry no less than 2 spare pistol magazines and 6 Carbine/Rifle magazines loaded to course of fire capacity. Carbine/Rifle magazines must be mounted on a vest or chest rig. Pistol magazines and pistol holster may be mounted on either waist, belt, drop leg, vest, or chest rig. If the pistol holster is located on a vest or chest rig, the draw angle is not to exceed 15 degrees from the deck. (no horizontal mounted holsters.) This sub-class is written as "HC" on registration and scorecard.

### **Open Combat (no handicap)**

Provided that all gear used meets safety standards and is not restricted, shooters in the Open Combat class may carry any assortment of approved gear they choose, and may use any approved firearm they like. Shooters may also use different firearms for different courses of fire, but may not use more than two firearms (one rifle or carbine and one pistol) per course of fire. .22 caliber firearms are approved for this class and this class only. Shooters in the Open Combat class may only be scored at the club level, and at the clubs discretion. Any Open Combat scores received by TSA will not be published or kept on record.

## **6.0 Courses of Fire**

All approved courses of fire for competition will be designed and released by TSA on a monthly basis. Match Directors, Range Masters, and Safety Officers may view courses of fire before a monthly match, but they may not alter or change a COF unless there is a major safety concern and it is approved by a TSA headquarters.

TSA will release 4 courses of fire each month. Those courses will consist of one 100 yard course of fire, two CQB courses of fire, and one close range "technical skills" course. Each course will have a written stage description and a detailed map of the course to show each firing position, target position, and distances of all components. Courses of fire are to be set up AS CLOSE AS POSSIBLE to how the stage is shown in the diagram, and they are to be executed EXACTLY as they are written in the stage description. This ensures that TSA members across the country are getting a fair and even experience as their match results are compiled against those from other ranges.

### **6.1 Written Stage Description**

Each course of fire will be accompanied by a written stage description. This is a series of rules and instructions on how to complete the course of fire. Before each course is executed, the Safety Officer will guide a walk through of the stage while reading off the written stage description. If a competitor fails to execute a course of fire per these instructions, then that competitor will incur penalties. The written stage description is to be made available for competitors to view during the match.

## **6.2 COF Diagram**

Each course of fire is accompanied by a course diagram. This is a blueprint of how to set up the course of fire so that all ranges set it up exactly the same way. It shows each firing position, the position that the shooter is to transition at, all hostile and non threat targets and their target numbers, and all placement of obstacles and barricades, and the range and distance of everything in the course. The COF Diagram is to be made available for competitors to view during the match.

## **7.0 Targets, Steel, and Barriers**

### **7.1 Hostile/Non Threat Targets**

Targets may not be set at a height above 6'.

Safety Note: Be sure not to hang targets at a height that puts shooters at risk of shooting over the berm.

Scoring will be done using official TSA targets only. For a hit on any target to count, the bullet must break the outermost perforated edge. This is to include "Hostile" and "Non Threat" targets. Any hit in question automatically goes to the advantage of the shooter.

Non-Threat targets must be clearly indicated with the outline of two open hands. A shoot thru of a Non Threat target into a Hostile target will be scored as a hit on a Non Threat and a Hit on a Hostile unless the non threat target is attached directly to a hostile target.

### **7.2 Modified Targets**

Paper targets may be modified by painting with black paint to simulate a target behind hard cover. If a round touches the line it will be scored as a hit.

### **7.3 Steel**

#### **Ranges may use TSA official steel poppers only**

Calibration of Steel

- a) Set all steel to the lightest possible setting without steel falling under its own power.
- b) The Range Master must arrange for each popper to be calibrated prior to the commencement of a match, and whenever required during a match. The Safety Officer must check the calibration after each shooter completes a course of fire.
- c) If steel falls before it is shot, the shooter may be granted a reshoot if desired, or the shooter can complete the course and will be given credit for the hit on steel. If the steel is set to activate another target, the shooter MUST conduct a reshoot. If the shooter hits the steel more than twice and it fails to fall, the shooter may be granted a reshoot upon recalibration and inspection of the steel.

## **7.4 Barriers**

All props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover".

Walls shall not be shot under or over, unless specifically permitted in the WSB. Firing a shot or shots through a vision barrier to engage a target will result in an additional penalty of a procedural.

## **8.0 Scoring and Penalties**

Scoring is to be completed on TSA official Scorecards **only**, match results will be composed on TSA's official spreadsheet template. Scorecards will be sent out to match directors each month that are set up for the designated match. Once a match is completed, the results of TSA members only will be sent to TSA headquarters where they will be compiled and made available to view on the TSA website. The match director will send out match results for all competitors at his/her club.

8.1 Scoring per stage will be total time + penalties. Total time will determine event finish order. Lowest total time including penalties determines the winner of the event.

8.2 **Standard Scoring:** Standard scoring stages allow for the use of extra shots no matter how many hits are required on hostile targets. If there are more than the prescribed amount of hits on target, the lowest scored hits will be counted first.

8.3 **Limited Scoring-** Limited scoring stages only allow a specific amount of rounds to be fired at each target without the use of extra shots. The use of extra rounds will incur a procedural penalty and the worst scored hits will be counted first. (E.G. 4 rounds are required on target but the shooter fires 6 rounds on target. Pasty the best 2 hits, then score the target.)

8.4 Knock Down style plates & poppers must fall to score. Exception: If a knock down style target falls from the stand while being engaged, the competitor will receive score/credit for the target in question with no penalty assessed. (eg.. stand is struck)

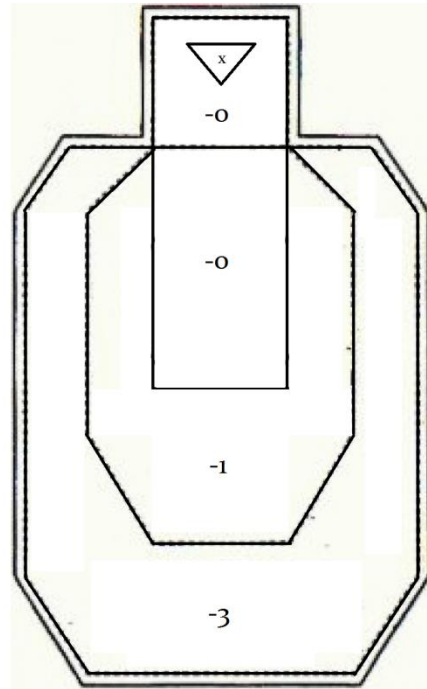
8.5 Official TSA Hostile targets are divided into 4 sections, each section counting for different time values.

-0: no added time

-1: Add one second to overall time

-3: Add three seconds to overall time

Light Switch (represented by X in the picture below): A shot placed in the inverted triangle located in the head will result in instant target neutralization. Any and all other required shots on target, including any misses, will automatically be scored as -0.



8.6 **Procedural Penalties**- Add 3 seconds per infraction to overall time

Procedurals will be assessed if the course of fire is completed other than specified by the course description, cover is used incorrectly, targets are shot out of order, shooting through a vision barrier, shooter does not call out "SAFE ON" before transitioning, extending the muzzle of the firearm past cover during fire, or a firearm is reloaded outside of cover unless deemed acceptable in the written stage brief.

8.7 **Miss**- Add 5 seconds per miss to overall time.

If the bullet does not break the outermost perforated line of the target, or if the shooter must make hits in a specified section of the target but fails to do, it will be considered a miss.

8.8 **Failure to neutralize(FTN)**- Add 5 Seconds to overall time

An FTN will be assessed if a Hostile target does not have at least 1 hit in the -0 or -1 area of the target. If a steel target is left standing it is scored as a miss. FTN's are not applicable to disappearing targets or limited scoring stages.

8.9 **Hit on a Non-Threat**- Add 10 seconds per hit to overall time

Any shot placement that breaks the outermost perforated line of a NT target will be considered a HNT.

8.10 Failure to do Right- Add 20 seconds per incident

Penalty will be assessed in exception of a DQ for any excessive unsportsmanlike conduct or if the participant has been found to be cheating, or trying to “game” a course. Penalty will be assessed at SO’s discretion.

## **9.0 Range Commands**

**9.1 Safety Officer (SO)** - The person who is in charge of the safety, and proper course execution of the squad. The SO issues the range commands.

**9.2 Score Keeper (SK)**- This person acts as a separate set of eyes for the SO and records all time and penalties assessed for each shooter, for each course of fire.

**9.3 Range Commands**- These are phrases used by the Safety Officer of the squad that require a specific action from the shooter. A shooters failure to follow range commands could result in penalty or DQ.

**LOAD AND MAKE READY**- Now the shooter may face downrange, and load one or both weapons to course capacity as the Safety Officer dictates.

**RANGE IS HOT**- This will be declared by the SO at the start of the match. At this command, eye and ear protection is now required for all persons on or near an active course of fire.

**READY**- The SO is asking if you are ready to begin the course of fire.

**STANDBY**- The SO is about to sound the start signal. At the sound of the buzzer you may begin to shoot the course of fire.

**COVER**- The SO is warning you that you are not using cover properly and are at risk of receiving a procedural penalty if you do not remedy the problem

**FINGER**- Remove your finger from the trigger. Often heard during movement, during reloading, and unloading. Unless actually firing at targets, your finger should not be on the trigger.

**SAFETY**- SO must observe the shooter putting his/her rifle or carbine on safe before they can transition to a pistol. Shooter must say “SAFE ON” before they transition to pistol. If the SO calls out SAFETY, the SO wants to see that the weapon is on safe.

**STOP**- Stop immediately where you are and remove your finger from the trigger, place the weapon on safe, and orientate the muzzle down. A major safety issue has been identified. The SO will remedy the



problem. If you are your gear are the cause of the safety concern, time will not be stopped. Once the safety concern has been remedied, you may complete the course of fire. If you're stopped for outside circumstances you may be granted a re-shoot at the match director's discretion.

**UNLOAD AND SHOW CLEAR-** Start with whatever weapon is in your hand first. Remove the magazine, pull the slide or bolt to the rear, eject live ammo and show the empty chamber to the SO will keeping the firearm pointed in a safe direction. Once the SO observes a clear chamber and removed magazine, he will say **SLIDE** or **BOLT forward**. At this command, send the slide or bolt home with safety flag inserted if it's rifle or carbine. For handguns only the SO will say **TRIGGER**. Keeping the firearm pointed downrange towards the targets, you will pull the trigger, disengaging the hammer or firing pin and ensuring further you do not leave the firing line with a loaded weapon.

**RANGE IS SAFE-** The SO has determined that the shooter has left the firing line with properly cleared and unloaded firearms and it is now safe to move across the firing line to score and pasty targets.

## **10.0 Tactical Principles**

### ***10.1 Cover***

When cover is available it must be used to engage targets, if the shooter is "in the open" then the shooter must be moving. Proper use of cover is achieved when not more than 50% of the shooters upper body is exposed to a single target, and not less than 100% of the shooters legs. Violation will result in a procedural.

### ***10.2 Slicing the Pie***

This is defined as exposing yourself around cover to one target at a time as they become visible. If you can see more than one target at a time from cover, you're exposed and risk a procedural.

### ***10.3 Tactical Priority***

Shooting targets in tactical priority means engaging them from nearest hostile target to furthest hostile target. Failure to utilize tactical priority when possible will result in a procedural. Tactical priority will not apply in certain scenarios.

### ***10.4 Reloads***

TSA will require and define the use of two different methods of reloads depending on the course of fire.

**10.4.1 Dry Reload-** Dry reloads are conducted upon the firing of the last round in the magazine. The empty magazine does not need to be retained.

**10.4.2 Tactical Reload-** Tactical reloads are conducted where there is a simulated "lull" in action. With a live round in the chamber, the shooter will swap a magazine of "unknown capacity" for a fresh magazine

at full capacity. Any magazine with live rounds in it must be retained by the shooter. If a loaded magazine is left on the ground a Procedural penalty will be assessed per occurrence.

### ***10.5 Transitioning***

Depending on the scenario, competitors will often transition between long gun and pistol. A transition may be required when a competitor's long gun (primary weapon) runs dry or malfunctions in the open, or as required by the course of fire, and the shooter must switch to his/her pistol (secondary weapon). Before a transition can happen, the competitor must say "SAFE ON". If a transition is made without calling "SAFE ON" but the safety was engaged, then a procedural may be assessed. In either case, if the safety is not activated before transitioning, the competitor may be disqualified.

### ***10.6 Target engagement drills***

**Failure Drill-** If the stage description calls for a target to be engaged with a failure drill, the competitor must achieve two hits on the body first, and then one hit to the head of the prescribed targets. Hits that do not land in the prescribed zones are scored as misses. I.E. if there are three hits to the body, and none in the head, the target will be scored with one miss for the missing headshot.

**Box Drill-** If instructed to conduct a box drill on a pair of targets the competitor must engage the first target with two rounds to the body, then the second target with two rounds to the body and one round to the head, then back to the first target with one round to the head. The path the muzzle takes creates a box, hence the name of the drill. Box drill targets are scored exactly like failure drill targets. There must be at least two hits in the body section of each target, and at least one hit to the head of each target, or else misses will be assessed for each zone the shooter failed to place the prescribed amount of rounds.

**Tactical Sequence-** If instructed to engage targets in tactical sequence, the shooter will engage each target with one round at a time. Example. If the stage calls for to engage 3 targets with two rounds each in tactical sequence, then the competitor will engage the first target with one round, then the second target with one round, then the third target with 2 rounds, back to the second with one round, and then the first target again with 1 round completing the placement of two rounds on each target.