



2019 Tactical Handgun Match Rules

Table of Contents

Equipment	2
Handguns	2
Competitor Gear	3
Ammunition	4
Scoring	4
Match Scoring	4
Targets.....	5
Penalties.....	6
Team Competition	7
Match Procedure	7
Range Rules.....	7
Range Commands	8
Stage Design.....	8
Unsafe Gun Handling	9
Disputes and Reshoots.....	9

Equipment

Handguns

1. Handguns must be semi-automatic, grip-inserted magazine fed models in 9mm, 10mm, 40S&W, or 45ACP caliber.
2. Handguns may not weigh more than 43oz with an empty magazine inserted. Any accessories, such as flashlights or lasers, will contribute towards the gun's weight.
3. Handguns may not be configured with any of the following:
 - a. Compensators.
 - b. Frame mounted optics (slide mounted optics such as those in the rear dovetail are allowed).
 - c. Non-factory frame mounted thumbrests.
 - d. Non-factory frame weights of any kind. (Functional flashlights and laser sights are allowed.)
 - e. Heavy weighted brass magazine basepads (aluminum aftermarket basepads are allowed).
 - f. Race style slide lightening. Slides may not weigh under 1.5oz. below factory specifications.
 - g. Aftermarket slide racking levers.
4. Certain "race type" handguns are specifically not allowed for this match:
 - a. Tanfoglio Stock I/II/III.
 - b. CZ Shadow II or Tactical Sport.
 - c. Walther Steel Frame Q5.
 - d. Sig P320 with the Tungsten Grip Module.
 - e. Any 2011 type handgun.
 - f. Race style Custom 1911s made by Infinity, STI, SVI, Akai, Brazos Custom, Cameron's Custom, Limcat, & Caspian.
5. Competitor handguns shall be kept in a safe and functional condition at all times. Should a handgun be deemed to be unsafe by the Match Director, the competitor will not be allowed to continue the match without replacing it.
6. Magazines shall contain no more than 10 rounds after the start signal for the course of fire, regardless of magazine capacity.
7. Competitors are responsible for their own equipment. If a competitor's handgun fails during a course of fire, then it is his or her responsibility to fix the issue safely and continue shooting the course of fire.

Competitor Gear

1. Holsters are required for the match. Holsters must be of everyday carry type.
2. Holsters may be mounted to the hip (inside or outside of the belt) or the thigh. Holsters must be mounted in such a way that the firearm muzzle hangs with no more than a 30 degree angle pointed towards the ground. Holsters must be placed so that the front strap of the grip of the handgun rests behind the hip bone when standing vertically. Holsters may be as far rearward as the competitor wants, provided that they can be drawn safely.
3. Holsters may not be in any of the following configurations:
 - a. Appendix carry.
 - b. Cross-draw.
 - c. Shoulder mounted.
 - d. Chest mounted.
 - e. Race holsters such as those which only cover the triggerguard.
4. Holsters are not required to have retention devices (other than friction). Existing retention devices may be disengaged prior to the start signal of the stage.
5. Magazine pouches may be of any type, and mounted anywhere on the competitor. Competitors are recommended to have at least 30 rounds on their person (including in the handgun) in order to complete the course of fire. Magazines may be placed in pockets as well. Magazines may not start in the hand of the competitor, and may not be mounted by tape or magnets.
6. Empty, partially loaded, or loaded magazines may be dropped on the ground at any time and are not required to be retained during the course of fire, unless otherwise specified in the stage description.
7. Eye protection must be worn on the range at all times. Glasses which cover the entire eye are required.
8. Ear protection is required while shooting a course of fire.
9. If the competitor's ear or eye protection becomes accidentally dislodged during a course of fire, the range officer will stop that competitor and allow the competitor a reshoot. Intentional dislodging of ear or eye protection for the purpose of getting a reshoot will either incur an
10. Unsportsmanlike Conduct penalty or a Match DQ depending on the discretion of the Match Director.
11. Competitors may dress in any style on the range, but apparel containing inflammatory messages, profanity, or hate speech is not allowed. Competitors who arrive at the range with



THREAT SCENARIOS

such apparel will be either asked to change or will be given a Match DQ, depending on the seriousness of the infraction, and at the discretion of the Match Director.

Ammunition

1. Ammunition must be in 9mm, 10mm, 40S&W, or 45ACP. Factory boxed ammunition is recommended.
2. Power factor is calculated by the weight of the bullet in grains multiplied by the bullet velocity / 1000. For example, a 180gr bullet travelling 1000fps would have a power factor of 180PF. Ammunition must meet the following power factor requirements:
 - a. 125PF for 9mm MINOR.
 - b. 165PF for 10mm, 40S&W and 45ACP MAJOR.
3. Competitors are allowed to shoot reloaded ammunition, but they may be subject to the chronograph upon the discretion of the Match Director.
4. Competitors found to be shooting ammunition below the power factor floor for their caliber will shoot for no-score.

Scoring

Match Scoring

1. A competitor's stage score will be the total time it took the competitor to complete the course of fire, plus accrued penalties. The timer detects shots, and will stop on the last shot fired. The competitor's match score will be the total combined time for all the courses of fire.
2. All competitors will compete in one division. Competitors using 9mm handguns will compete with those using 10mm, 40S&W, and 45ACP, but will require more accurate hits to neutralize a target.
3. A competitor may not switch handguns during the course of the match without approval of the Match Director.
4. Each stage description will specify a Maximum Time. This maximum time will represent the highest total time a competitor can achieve for that stage, including raw time + penalties. For example, if a competitor experiences a major malfunction to his or her firearm and is forced to withdraw from the stage, this maximum time will represent the competitor's score, even if the total penalty time would exceed the Maximum Time.
5. Stage descriptions may specify time modifiers such as par times. A par time means that no shot may be recorded after the par time (plus 0.3 seconds), otherwise a procedural penalty will be

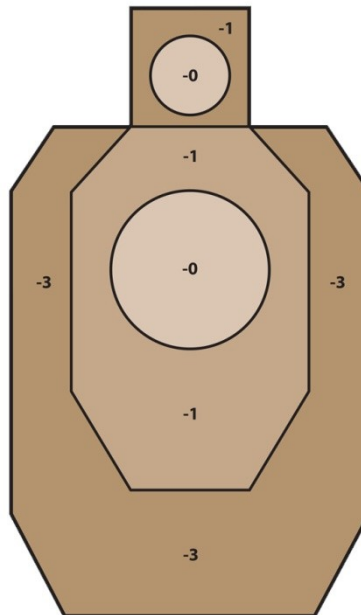
THREAT SCENARIOS

assessed per shot fired. For example, if a stage's par time is 10 seconds, and two additional shots are recorded at 10.2 seconds and 10.4 seconds, the shot at 10.4 seconds will incur a procedural. Stages may have both a Maximum Time and a Par Time.

6. Shooters may opt to shoot for "no score." A competitor shooting for no score will be given a scorecard at the end of the match, but that competitor's score will not be posted publicly with the rest of the overall match scores, and the competitor will be ineligible for performance related prizes.

Targets

1. Targets will consist of paper and steel. The paper target will be the IDPA Torso Target:



2. Paper targets will consist of three scoring zones. -0 = Alpha, -1 = Charlie, -3 = Delta.
3. Steel targets will be painted green, and must fall to score.
4. No-shoot targets will be either all white cardboard or all white painted steel.
5. Targets will have to be neutralized in order for the shooter to not incur a penalty. Unless otherwise specified in the stage description, a paper target will be considered neutralized if it struck by at least two rounds with the following conditions:
 - a. 9mm: 1 shot in the Alpha, and 1 shot anywhere else on the target. OR 2 shots in the Charlie region of the target.
 - b. 40S&W/45ACP: 1 shot in the Charlie, and 1 shot anywhere else on the target.



THREAT SCENARIOS

6. Targets may be specified in the stage description to be shot at in the “Mozambique Style” in order to be neutralized. In this case, the target will be neutralized by being struck with three rounds with the following conditions:
 - a. 9mm: Same body conditions as Rule 5 above, plus one shot in the head region of the target.
 - b. 40S&W/45ACP: Same body conditions as Rule 5 above, plus one shot in the head region of the target.
7. Any group of targets specified to be engaged “Mozambique Style” shall be engaged with body shots first, then head shots. Failure to follow this sequence will result in a single 3 second Procedural Penalty.
8. Steel targets must fall or be struck with a full diameter bullet hit in the circular “calibration zone” by a competitor to be neutralized. If a steel target which is used as a prop activator or which hides another target is struck in the circular calibration zone and fails to fall, the Range Officer will stop the stage and the competitor will be granted a reshoot.

Penalties

1. Failure to Neutralize Target. If the competitor shoots at but fails to neutralize a target, the competitor will be assessed a 3 second penalty.
2. Failure to Engage Target. If the competitor fails to engage a target during the course of fire, that competitor will be assessed a 5 second penalty per target not engaged. This penalty will be assessed instead of a Failure to Neutralize penalty (they will not stack on non-engaged targets).
3. No-Shoot Targets. Each hit on a no-shoot target will incur a three second penalty.
4. Procedural Penalty. If the competitor fails to follow the stage description, a 3 second penalty will be assessed either as a single infraction per position, or will be assessed per shot fired based on the advantage gained by the competitor. Examples below:
 - a. Minor Procedural. The competitor accidentally steps over a fault line and shoots two shots at a wide open target. A significant advantage was not gained, so the competitor is only assessed one procedural penalty.
 - b. Major Procedural. The competitor is supposed to drag a dummy uprange with one hand while shooting at targets. The competitor instead drags the dummy uprange with two hands, drops it, then engages the targets with two hands. This represents a significant advantage, and so the competitor is assessed a procedural per shot fired contrary to the stage description.
5. Unsportsmanlike Conduct. If the competitor engages in deliberately subversive conduct, such as by sabotaging/damaging props, cheating, throwing a tantrum, using offensive or threatening

language towards range officers, or intentionally circumventing the stage description, either a 10 second penalty will be assessed to the competitor, or the competitor will be disqualified depending on the severity of the offense.

6. Penalty disputes may be arbitrated directly to the Match Director. The Match Director has ultimate authority in deciding which penalties will be assessed against the competitor.
7. There are no alibis, and competitors will not receive a reshoot if their equipment malfunctions.
8. If the competitor fails to follow a range safety rule (see below), the competitor will be immediately disqualified from competition.
9. If a competitor with a disability shoots the match, but cannot complete a certain part of a stage, the Match Director will have authority to assess a relevant time penalty to compensate for the competitor bypassing that section.

Team Competition

1. Competitors may choose to compete as a member of a team in order to be eligible for team prizes. Each team will have exactly three members.
2. For two day matches, team members are not required to shoot on the same day.
3. Team member's times will be added together to arrive at the total team time, which will be ranked in the overall standings.

Match Procedure

Range Rules

1. Any violation of these range rules will result in an immediate match disqualification.
2. All Tactical Handgun Matches are held on a COLD RANGE. This means that all firearms must be unloaded with their magazines removed at all times when not on a course of fire, and firearms may not be unholstered except while under the direct supervision of a range officer or at a designated and clearly marked SAFE AREA.
3. Exposed or holstered firearms are not allowed in the parking lot. Do not holster up in the parking lot. Do not handle your firearm in the parking lot. Do not carry your firearm in the parking lot in anything other than a gun case.
4. Competitors may holster and unholster their firearms in one of many designated SAFE AREAS on the range. These are the only places where competitors may handle their firearms without a range officer present. SAFE AREAS may also be used to dry fire or fix a problem with a firearm.



THREAT SCENARIOS

5. Handling of ammunition is not allowed in the SAFE AREA. You may have magazines on your belt, but you may not handle any magazine containing ammunition, or handle any loose rounds, while in the SAFE AREA.
6. When not shooting a course of fire, magazines must be kept out of the firearm, and hammers must be down or slides locked back or chamber flagged on all holstered or bagged firearms.

Range Commands

1. When it is your turn to shoot, you will be called up by the range officer and directed to do the following:
 - a. MAKE READY (now you may load your firearm, take a sight picture, or do what you need to do in order to get ready to shoot the stage, including assuming the start position).
 - b. ARE YOU READY? (if you say anything other than "NO" the range officer will proceed with the rest of the range commands).
 - c. STANDBY (the start signal will go off in the next couple seconds).
 - d. TIMER BEEP (this is your signal to start shooting).
 - e. IF FINISHED, UNLOAD AND SHOW CLEAR (if you're done with the stage, clear the firearm in front of the range officer by dropping the magazine and ejecting any round from the chamber).
 - f. IF CLEAR, HAMMER DOWN (pull the trigger on the unloaded gun to demonstrate that it's unloaded).
 - g. HOLSTER (reholster your handgun).
 - h. STOP! (if you hear this at any point, freeze and wait for further instructions).

Stage Design

1. Each stage will have a clearly written stage briefing, explaining what the competitor is expected to do during the stage. It is the competitor's responsibility to follow the stage briefing.
2. Stage briefings will detail the order in which certain events on the stage are expected to happen. For example: "The shooter will hold this briefcase in his or her non-dominant hand, and will engage targets T1-T4 from Position A. Then the shooter will move to Position B and engage targets from within the fault lines." Failure to follow the stage procedure (including making the decision to shoot from Position B before Position A) will incur one or more Procedural penalties.
3. Competitors may engage targets in any order as they're visible from within the designated shooting areas. The only exceptions to this rule are:
 - a. When a Mozambique is specified in the stage description, in which case the competitor will be required to shoot each target in an array twice in the body first, followed by each target once in the head.
 - b. When the stage description otherwise specifies the order in which targets must be engaged.



THREAT SCENARIOS

4. Stages will include a start position which the competitor must hold while waiting for the start signal. Unless specified in the stage description, the start position is hands relaxed at sides.
5. Stages will come with barricades or vision barriers. All barricades extend from the ground to infinity, unless otherwise specified in the stage description.
6. Stages will have fault lines. These fault lines indicate the shooting area. The shooter may stand on a fault line, but will be considered to be outside the designated shooting area if any part of his or her body touches a barricade or the ground on the outside of the fault line.

Unsafe Gun Handling

1. If the competitor handles his or her handgun in an unsafe manner at any time, that competitor will be subject to immediate match disqualification. Examples of unsafe gun handling are:
 - a. Breaking the 180. The gun must be pointed downrange at all times, even when moving uprange. This is enforced through an invisible line running parallel to the rear berm. If the muzzle points anywhere behind that line at any point (even if the muzzle is directed at the sky or the ground), it will be considered to break the 180.
 - b. Finger in the trigger guard while not engaging targets or while reloading.
 - c. Accidental (Negligent) Discharge.
 - d. Sweeping any part of your body with the gun's muzzle at any time.
 - e. Reholstering a loaded firearm, except on the MAKE READY command.
 - f. Losing control of the firearm at any point (including dropping the firearm, bobbling and catching it, or knocking it from a prop or a table). This rule does not extend to magazines, which may be dropped at the competitor's discretion.
 - g. Dropped firearms must not be picked up by the competitor without a Range Officer.

Disputes and Reshoots

1. If the range equipment or a prop fails at any point in time, the competitor will be granted a reshoot by the Range Officer. This includes a full diameter hit on a steel prop activator, or a target failing to activate.
2. If the competitor's safety equipment accidentally fails at any point (ear or eye protection becomes dislodged) the competitor will be granted a reshoot.
3. If a target is left untaped between shooters, and the range officer cannot determine which hits were the competitor's, then the competitor will receive a reshoot.
4. If the competitor is told to STOP by the Range Officer for a safety reason which was beyond the competitor's control (for example if an animal is seen downrange), then the competitor will receive a reshoot. The competitor will not receive a reshoot if he or she is found to have loaded a squib, or if the competitor's firearm malfunctions.



THREAT SCENARIOS

5. A reshoot may be given by the Match Director to a competitor who shoots a stage based on unclear instructions given in the stage description or from a Range Officer.
6. All disputes regarding any match rules will fall to the exclusive judgment of the Match Director.