

Match Series Rulebook

Tactical Carbine
and
Scoped Carbine

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Tactical Carbine

MATCH CONCEPT

The Tactical Carbine competition is a single-day event consisting of several stages, similar to a USPSA or a tactical 2Gun match. Duration is estimated at four hours: one hour for registration and safety briefing and three hours for shooting the stages. There are four stages which occupy the three pistol ranges and the 600-yard range. There are 4 squads of approximately 10 shooters for a total of 40 competitors. Squad 1 begins on stage 1. Squad 2 begins on stage 2 and so on. After all members of a squad have completed their current stage, they will rotate to the next stage until all squads have completed all stages. This will conclude the match. The format of the match is competitive, but the atmosphere will be friendly and inviting. Shooters will be encouraged to assist one another. A match fee will be charged for registration which is intended to cover the expenses of the match.

PERSONNEL

Each stage will have a dedicated range officer (RO) who will read out loud a provided stage briefing, run a shot timer for each shooter, score the targets, assess any penalties, and maintain control of the stage. ROs may appeal to the Match Director for any questions or decisions as necessary. The Match Director will conduct the initial safety and orientation briefing, settle any disputes (hopefully none), disqualify shooters in the event of any significant safety violation, and generally be available to ensure the match is conducted in a safe, fair, and efficient manner. Shooters will paste hits on cardboard/paper targets between runs.

TARGETS

Targets will be a mix of cardboard or paper silhouettes and steel. Unless otherwise noted on the Stage Briefing, paper/cardboard targets will require two hits to “neutralize.” Hits required to neutralize steel targets will be noted on the Stage Briefing.

SCORING

For each stage, a shooter’s score will be the amount of time they took to complete the stage plus any penalties. Assuming IPSC-style targets, scoring and penalties will be as follows:

- A zone: +0 seconds
- B zone: +1 second
- C zone: +2 seconds



- D zone: +3 seconds
- Miss (AKA “Mike”): +5 per shot not on target
- Failure to Neutralize (FTN): +5 seconds per each shot not attempted (scored like a Mike, generally used for steel targets - no FTN allowed on final target of a stage)
- Failure to Engage (FTE): +15 seconds (shooter did not attempt to engage target)
- Hit on Non-Threat (HNT): +20 seconds
- Procedural Error (PE): +3 seconds (not following rules/brief, such as stepping over a fault line, shooting targets out of order, etc)
- Flagrant Penalty (FP): +10 seconds (given in place of PE when the advantage gained is more than the PE penalty)

Unless otherwise noted, paper/cardboard targets will be scored in a Virginia Count method, where a specified number of rounds are allowed on each target (usually two) and any additional rounds fired incur a PE penalty. Some paper/cardboard targets may be scored in a Standard Count method, where there is no limit to the number of rounds allowed per target and only the best two hits are scored. Steel targets may be scored in a hit-to-move-on method in which a target must be impacted in order to move to the next target without incurring a FTN penalty. Some steel targets may limit the number of rounds attempted before requiring the shooter to move on to the next target. In any case, the RO stage briefing is the final authority on scoring on any particular stage.

- **Standard Count:** unlimited rounds may be fired, only the number of hits required to neutralize the target are scored, and hits scored are selected based on which yield the least penalties to the shooter (not including non-threat or hostage penalties, which are separate)
- **Virginia Count:** dictates the specific number of rounds that may be fired during the stage or at a specified target

At the conclusion of the match, each shooter’s times for each stage are added together, including any penalties, for a total time. The shooter with the lowest total time wins.

RANGE COMMANDS

- Does the shooter understand the course of fire?
- Load and make ready
- Is the shooter ready?
- Standby
- Stop
- Cease fire
- If you are finished, unload and show clear
- Range is clear



SAFETY RULES

Cardinal Safety Rules

1. Treat all firearms as if they are loaded.
2. Keep your finger off the trigger unless you intend to press it.
3. Never point a firearm at anyone, unless you are justified.

Range Safety Rules

1. The ranges occupied by the match will be considered a COLD RANGE. FIREARMS MAY ONLY BE LOADED BY THE DIRECTION OF THE MATCH OFFICIAL.
2. Firearms may be loaded ONLY under the supervision of a RO while in a designated shooting area. This includes inserting magazines (empty or otherwise).
3. Firearms will be unloaded and declared clear by the RO prior to Shooter leaving any shooting area(s).
4. Firearms will be kept in the following conditions until instructed to be loaded by the RO:
 - a. Semi-auto long gun: empty, magazine removed with action open, bolt locked to the rear. Empty Chamber Indicator (ECI) inserted.
 - b. Bolt action long gun: empty, magazine removed if equipped with detachable magazine, bolt open.
 - c. Pistol: empty, magazine removed, slide forward, de-cocked or hammer down, holstered or bagged.
5. No shooter, match official or spectator will consume, or have consumed alcohol beverages on the range property. In addition any shooter, match official or spectator found to be under the influence of alcohol or any substance that renders said person impaired will be asked to leave the range property. Shooters will be immediately DQed and no refund of match fees will be provided.

DISQUALIFICATIONS

Safety infractions may result in the shooter being stopped, removed from the shooting area, disqualified from the match and possibly being removed from the property, depending on the severity of the infraction or offense. ROs may stop the competitor, render the firearm safe, remove the competitor from the shooting area and notify the Match Director. The Match Director will review the infraction and may issue a disqualification or return the competitor to the match. The decision of the Match Director will be final. If the shooter is disqualified, the shooter will be ineligible for any prizes, compensation, or refunds for the match in question.



SAFETY VIOLATIONS THAT WILL RESULT IN MATCH DISQUALIFICATION

1. Negligent Discharge during loading, unloading, clearing of a malfunction, or any other remedial action.
2. Failure to maintain positive control of a loaded firearm. This includes dropping, bobbling, mishandling, or losing a weapon from a securement device such as a holster, sling, or scabbard.
3. Abandoning a loaded weapon in an unsafe manner wherein it does not stay within the confines of the prescribed containment container or position.
4. Sweeping, flagging or muzzling themselves, teammates, other competitors, spectators or match staff with a firearm regardless of the firearm's loaded or unloaded status.
5. Discharging a firearm into stage prop or hard surface within 10 feet of the competitor.
6. Discharging a firearm over or outside the berms or into the ground within 10 feet of the competitor.
7. Breaking any safe muzzle plane (180 degree rule).
8. Use of Prohibited ammunition.

PROHIBITED AMMUNITION

“Penetrator” (example M855, certain Russian 7.6X39 etc.) armor-piercing, tracer, steel Jacketed or steel Core ammunition. The Match Director and ROs have the right to conduct a magnet test. If the ammunition is determined to be prohibited prior to the shoot, the competitor will have an option to change out the ammunition and compete. If the violation is discovered after the competitor has started shooting, the competitor will be disqualified.

REQUIRED EQUIPMENT

Shooter Equipment

- Rifle: intermediate caliber, magazine-fed, semi-auto carbine such as an AR-15, AK-47, or similar.
- Magazines: minimum of two per gun
- Ammunition: Estimated round count will be provided in match description. See PROHIBITED AMMUNITION section above for ammunition restrictions.
- Method for carrying spare magazines, such as belts, pouches, pockets, etc

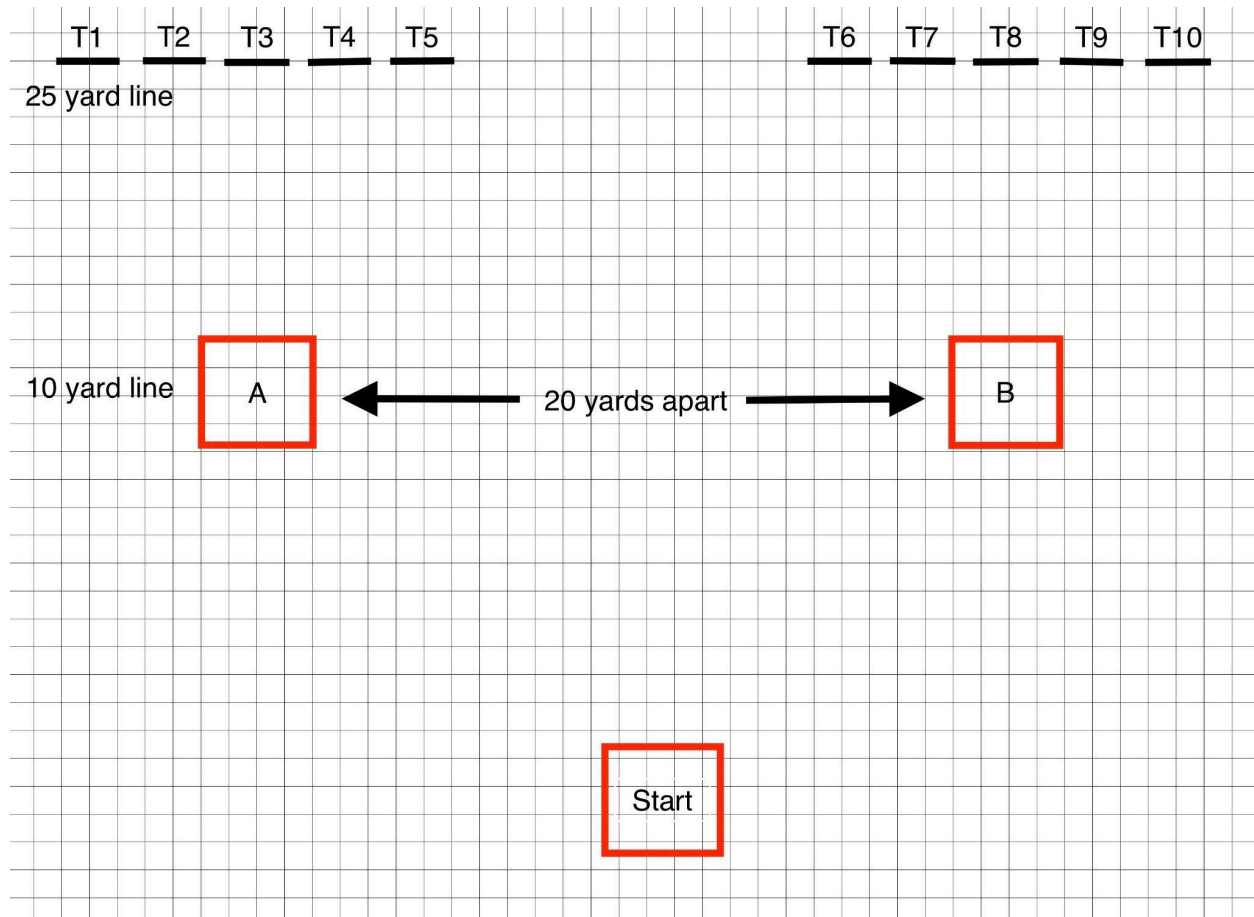


Notes on Equipment

- Pistol Caliber Carbines (PCC) are allowed but recommended only for matches advertised as “PCC friendly” as PCCs may struggle on standard Tactical Carbine matches which typically include one or more stages in excess of 100-yards.
- Rifle caliber pistols equipped with arm braces are allowed, but will be treated as rifles. That is, no rifle caliber pistols will be used on portions of the match designated for pistols. Only pistol caliber pistols will be allowed on pistol courses of fire.
- Large frame pistol caliber pistols (CZ Scorpion, Sig MPX, etc) will be treated as rifles (PCC) if equipped with a stabilizing brace. They may be used as a secondary weapon only if not equipped with a stabilizing brace and carried in belt-mounted or leg-mounted holster.



EXAMPLE STAGE 1



Stage Brief: Shooter begins inside the Start box. On the buzzer, shooter proceeds to either box A or box B. Once inside the box, engage the five targets in front of the box beginning with the outermost target and moving inwards. The first target requires one round to neutralize, the second requires two rounds, the third requires three rounds, the fourth requires four rounds, and the fifth requires five rounds. Once all five targets have been engaged, place your rifle on safe and proceed to the other box while performing a mandatory magazine reload. Once inside the other box, engage the five targets in the same manner as the first five. Alternatively, shooter may engage targets in descending round count order beginning with the inside target and proceeding outward.

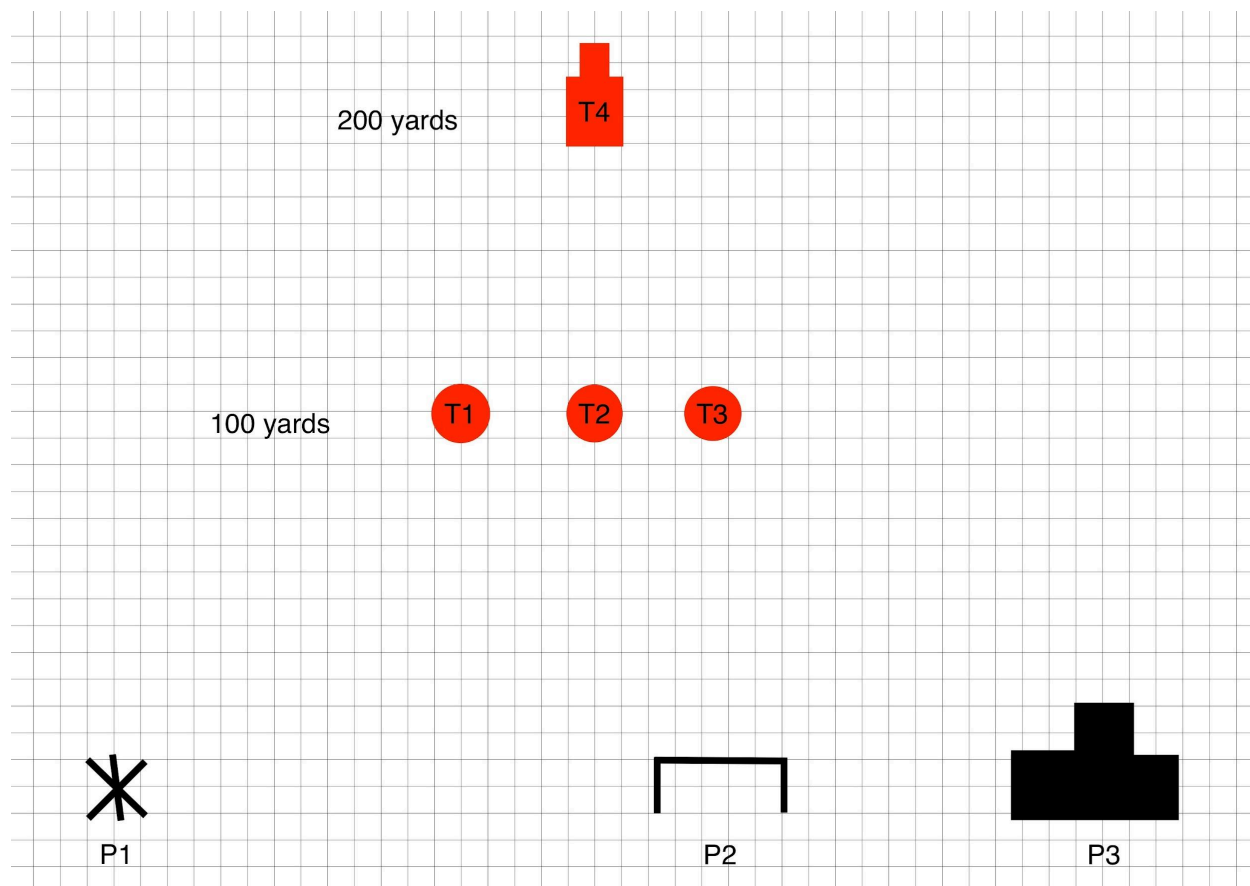
PAR Time: 120 seconds

Minimum Rounds: 30 rounds

Targets: 10 paper/cardboard silhouettes at the 25yrd line



EXAMPLE STAGE 2



Stage Brief: Shooter begins behind shooting position P1. On the buzzer, shooter will move forward and engage T1 through T4 in order with one round each from a supported position on the tank trap barricade. Targets must be engaged in order and each target must be hit before moving to the next. Any un-hit targets will be assessed a penalty (FTN or FTE as appropriate). Once all four targets have been cleared, shooter will move to shooting position P3 and engage the targets in the same manner, this time from a prone position shooting beneath the barricade. Once complete, shooter will move to position P3 and once again engage the targets in the same manner.

PAR Time: 180 seconds

Minimum Rounds: 12

Targets: three 10" steel circles at 100yd line, one 12x20" steel silhouette at 200yd line



Scoped Carbine

MATCH CONCEPT

This match is a part of the Tactical Carbine series but it is a special version focused on precision engagements with a scoped carbine. It is described as a precision rifle program based on the concept of the military Designated Marksman Rifle (DMR) and Reconnaissance Combat Carbine (RECCE) systems. It is a tactical action event designed for scoped carbines and focusing on targets at distances from 100-600 yards thus requiring the use of magnified optics. There are two classes: Designated Marksman Rifle (DMR) and Reconnaissance Combat Carbine (RECCE). Calibers are not restricted, but the most popular is 5.56. Large frame AR calibers are allowed as well. Generally, rules will follow the Tactical Carbine model except where differences are described herein or on the RO stage briefings.

CLASSIFICATIONS

Designated Marksman Rifle (DMR) is a semi-automatic rifle with a barrel longer than 16". It may be equipped with a bipod. Multiple support bags are allowed. There are no restrictions on the magnification power of the optic.

Reconnaissance Combat Carbine (RECCE) is a semi-automatic carbine with a barrel 16" or shorter. Optic magnification may not exceed 8x power. No bipods are permitted. Forend grips are allowed as long as they do not function as a makeshift bipod (e.g. Grip Pod). One small support bag is permitted.

SPECIAL CONSIDERATIONS

1. Optics with magnification capability exceeding 8x will be considered DMR class.
2. Shooters must begin each stage with all equipment on their person. No equipment may be pre-staged.
3. DMR and RECCE classes will each have their own match winner. No overall match winner will be determined as some stages may contain variations for the separate classes.
4. No FTNs are allowed on the last target of a stage. If the shooter is unable to hit the target, they must continue engaging until they hit the target or reach the PAR time.

