

2016 TAC2 CHAMPIONSHIP MATCH RULES
THIS AIN'T IDPA AND IT AIN'T USPSA – IT'S TAC2
SUBJECT TO CHANGE PRIOR TO MATCH – STAGE INSTRUCTIONS TAKE PRECEDENCE

SCORING

EACH POINT DOWN = 1 SEC ADDED TO YOUR TIME
PE = 5 SEC ADDED TO YOUR TIME
HNT = 10 SEC ADDED TO YOUR TIME
FTN = 15 SEC ADDED TO YOUR TIME
FTDR = 60 SEC ADDED TO YOUR TIME

BEST 2 ON PAPER WILL BE SCORED AND STEEL MUST FALL TO SCORE.
PAPER WITH LESS THAN AT LEAST 1 HIT IN THE DOWN 1, OR DOWN 0, AREA GETS A FTN,
EXCEPT DISSAPPEARING TARGETS AND LIMITED RD. TARGETS
ANY STEEL LEFT STANDING IS 5 POINTS DOWN AND A FTN. STEEL WILL FALL WITH 115GR 9MM FACTORY AMMO
IF STEEL DOESN'T FALL, SHOOTER MAY ASK FOR CALIBRATION. IF IT FALLS WHEN HIT IN TOP HALF OF TARGET, WITH FACTORY 115GR 9MM, THEN
SHOOTER RECEIVES THE PENALTIES. IF IT DOES NOT, STEEL WILL BE ADJUSTED, AND SHOOTER WILL RE-SHOOT.
CALIBRATION CAN **ONLY** BE REQUESTED IF STEEL IS STANDING AFTER SHOOTER FINISHES THE STAGE.
NON-FALLING STEEL MUST HAVE BULLET MARK, AND THEY WILL BE PAINTED AFTER EACH SHOOTER.
SHOOT THROUGHS COUNT ON THREATS AND NON-THREATS
EACH HIT ON A NON-THREAT WILL RECEIVE A HNT PENALTY

STAGES ARE BASICALLY SCORED LIKE IDPA, THEN EACH STAGE IS EQUALIZED TO 100% VALUE FOR THE WINNER OF THAT STAGE AND EVERYONE
ELSE'S SCORE IS A PERCENTAGE OF THE WINNERS SCORE. THIS KEEPS ONE BAD STAGE FROM KILLING YOU IN THE FINAL STANDINGS.
HIGH SCORE WINS.

GUNS & GEAR

GUNS: IF YOUR GUN IS LEGAL IN IDPA, USPSA LIMITED-LIMITED 10 OR PRODUCTION, THEN IT'S FINE FOR THIS MATCH.
MAG. WELLS, LONG HEAVY DUST SHROUDS, BULL BARRELS AND OVERSIZE MAG. RELEASES ARE FINE, BUT THE GUN MUST FIT IN A CLOSED IDPA
BOX, WITHOUT A MAG IN IT.
SUBJECT TO RANDOM BOX CHECK. BOX AVAILABLE AT REGISTRATION. IF IT DON'T FIT, YOU WILL BE **DQ'd**.

MAGAZINES: ANY LENGTH MAG IS FINE, BUT, 10 RD. MAX. IN MAGS.
DOWNLOADING OR UPLOADING WILL BE A **FTDR**, REGARDLESS WHETHER IT WAS INTENTIONAL OR NOT
CARRY AS MANY MAGS. AS YOU LIKE

GEAR: MUST BE BASICALLY IDPA LEGAL, PRACTICAL/TACTICAL/DUTY STYLE, ETC. NO RACE RIG HOLSTERS, ETC.
MUST BE WORN AT POINT OF HIP OR BEHIND. DROP LEG HOLSTERS ARE FINE.

RULES

RELOAD HOW YOU WISH, SO LONG AS NO AMMO IS LEFT ON GROUND, EMPTY MAG ON GROUND WITH ONE IN CHAMBER IS FINE
IF LOADED MAG IS DROPPED, SHOOTER WILL NOT RECEIVE A PE IF MAG IS PICKED UP AND STOWED PRIOR TO FIRING NEXT SHOT
SHOOTER WILL RECEIVE ONLY ONE PE FOR LEAVING AMMO ON GROUND REGARDLESS OF HOW MANY SHOTS ARE FIRED
ALL RELOADS FROM COVER, UNLESS YOU GO TO SLIDE LOCK IN OPEN, OR UNLESS STAGE DESCRIPTIONS STATES OTHERWISE.
SHOOTER MAY NOT LEAVE COVER WITH AN UN-LOADED GUN

ALL TARGETS MUST BE ENGAGED IN TACTICAL PRIORITY (SLICE THE PIE), UNLESS STAGE DESCRIPTION STATES OTHERWISE.
ALL TARGETS MUST BE ENGAGED WITH AT LEAST THE MINIMUM PRESCRIBED ROUNDS. FAILURE TO DO SO WILL RECEIVE A PE FOR EACH SHOT
NOT FIRED
HANDS ON TARGET = NON-THREAT. SHOOT EVERYTHING ELSE.
IF YOU CAN'T SEE A THREAT TARGET, AND IT CAN'T SEE YOU, THEN YOU'RE BEHIND COVER
COVER IS AN ISSUE UNLESS OTHERWISE STATED. NON-THREAT TARGETS ARE CONSIDERED COVER.
ONLY BLANTANT EXPOSURE TO A THREAT TARGET WILL GET A PROCEDURAL
COVER IS NOT AN ISSUE ON THE TARGET YOU ARE ACTUALLY ENGAGING.
ENGAGING MEANS: ACTUALLY SHOOTING AT THE TARGET; THEREFORE; NO PE FOR EXPOSURE TO A THREAT TARGET, IF YOU MISS AND GO BY IT.
YOU MAY COME BACK TO IT TO MAKE UP MISSES, ETC.
ANY STAGE MALFUNCTION WILL REQUIRE THE SHOOTER TO RE-SHOOT, **NO OPTION**.
MULTIPLE PLATES ON PLATE RACK OR STAR FALLING WITH ONE SHOT IS CONSIDERED A STAGE MALFUNCTION
NO MOVING TARGET MAY BE ENGAGED PRIOR TO IT BEING ACTIVATED, DOING SO, WILL INCUR 1 PE PER SHOT FIRED ON MOVER/MOVERS

NO 180 PER SAE, SAFE SHOOTING AREAS WILL BE ADDRESSED BY RO
WATCH MUZZLE WHILE MOVING AND RELOADING, ETC., YOU WILL BE **DQ'd** IF YOU MESS UP
ORANGE LINE ON WALL OR STICK, ETC., INDICATES SAFE MUZZLE AREA
SHOOTER MAY NOT PROCEED BEYOND CAUTION TAPE, OR OUTSIDE DESIGNATED SHOOTING AREA.

AREAS OF MULTIPLE LEVELS OF CAUTION TAPE, OR ORANGE SAFETY FENCING IS CONSIDERED A SOLID WALL
ALL WALLS ARE CONSIDERED TO GO FROM THE GROUND TO INFINITY, UNLESS OTHERWISE STATED IN STAGE DESCRIPTION
SHOOTING A STAGE PROP THAT IS 10 FT OR CLOSER TO THE SHOOTER, WILL RECEIVE A STAGE DQ. SCORED ON THE TABLET AS A DNF

HIT MUST BREAK LINE TO COUNT. TOUCHING WON'T GET IT. IF 1 PASTER WON'T COVER THE HOLE, IT'S A MISS.
BLACK IS HARD COVER. FULL DIA. HIT IN BLACK IS A MISS.

DROPPING A GUN, LOADED OR NOT, OR ANY OTHER UN-SAFE GUN HANDLING WILL RESULT IN THE SHOOTER BEING **DQ'ed**.