



TACTICAL SNIPER SERIES RULES

1. Safety Rules

1.1. It is the competitor's responsibility to read and understand the rules and stage briefings set forth by TSS and agree to be subject to these rules while participating in an event.

1.2. All TSS produced events are run on COLD RANGES.

1.3. Designated Safe Areas

1.3.1. Ammunition, loaded magazines, dummy rounds and loaded firearms shall not be handled in any Safe Area.

1.4. Transporting rifle and pistol (carry from vehicle or between stages).

1.4.1. Rifles shall be pointed up or down or in a safe direction unless cased.

1.4.2. Rifles shall be transported with actions open, detachable magazines removed/tubes unloaded, unless closed on an inserted chamber safety flag. CHAMBER FLAGS ARE RECOMMENDED.

1.4.3. Pistols carried between stages shall be cased or remain holstered. Holster does not need to remain on the belt.

1.5. Abandoning Firearms

1.5.1. During the COF, a competitor may be required to abandon a firearm in order to transition to another. A competitor shall not engage targets with more than one gun in their hands during a COF. See 10.16

1.5.2. Designated containers/locations designed to safely accommodate abandoned firearms shall be unique and pointed out to the competitor during the stage briefing. Firearms shall be abandoned in either of the below conditions.

1.5.3. "Safe"

1.5.3.1. Pistols with a manual safety shall be fully engaged to satisfy the "loaded on safe" rule, regardless of passive safeties.

1.5.3.2. Pistols without a manual safety shall have passive safeties in operational condition to meet the safety-engaged requirement. If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition.

1.5.3.3. Re-holstering a safe pistol is allowed

1.5.3.4. Any rifle with a manual safety shall be FULLY engaged to satisfy the safety-engaged rule.

1.5.4. "Empty"

1.5.4.1. Empty chamber with no live rounds in feed tube, on lifter, or magazine.

1.5.4.2. Spent round in the chamber, slide/bolt forward with no live rounds in the feed tube or magazine or magazine removed.

2. Range Commands and Procedures

2.1. "Make Ready": The COF begins with the "Make Ready" command and ends after the "Range is clear" command.

2.1.1. The RO will give the "Make Ready" command signifying the start of the COF and then direct and supervise the competitor through the process of preparing and positioning all firearms. The initial "Make Ready" command defines the start of the COF regardless of how many firearms are subsequently prepared, loaded, and/or staged following that command.

2.2. "Are You Ready-Standby": After the competitor has staged all firearms to be used in the COF, the RO will accompany them to the start position. The RO shall then issue the commands "Are You Ready" followed shortly by "Standby" and the activation of the timer.

2.2.1. The lack of any negative response from the competitor after being issued the "Are You Ready?" command indicates that they fully understand the requirements of the COF and are ready to proceed. If the competitor is not ready, they shall state "No" or "Not Ready". Competitors should assume the required start position to indicate their readiness to the RO.

2.3. "Stop": Any RO assigned to a stage may issue this command at any time during the COF. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RO.

2.4. "Squib": Any RO may call squib if they suspect a competitor's firearm or ammunition is unsafe (e.g. a "squib" load), the RO will take whatever steps he deems necessary to return both the competitor and the range to a safe condition.

2.4.1. The RO may give supplemental instruction to safely ground the suspect firearm in its appropriate container. The competitor may continue the COF using the remaining firearms. This will not be considered RO interference.

2.4.2. The RO will inspect the firearm or ammunition after COF, and proceed as follows:

2.4.2.1. *If the SM finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the COF will be scored "As Shot", including all applicable misses and penalties.*

2.4.2.2. *If the RO discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage, or the time will be recorded up to the last shot fired, and the COF will be scored "As Shot", including all applicable misses and penalties.*

2.5. *"If You Are Finished, Unload and Show clear": If the competitor has finished shooting, they shall lower their firearm and present it for inspection by the RO with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty. The RO will instruct and accompany the competitor to safely unload all firearms used in the COF.*

2.5.1. *Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the pistol*

2.5.2. *Long Guns: Bolt locked back OR chamber safety flag inserted.*

2.5.3. *Long Guns shall be carried muzzle up/down when exiting the stage.*

2.6. *"Range Is Clear": This command shall be issued only after all firearms have been cleared by the competitor and RO. This declaration signifies the end of the COF. Once this declaration is made, officials and competitors may move downrange to score, and reset targets.*

2.7. *Default Start Position. The competitor assumes the default start position unless otherwise specified in the STAGE BRIEF*

2.7.1. *Handgun start, the competitor must stand with arms hanging naturally by the sides. Hands must not be on or hovering over pistol grip.*

2.7.2. *Rifle start- refer to stage brief*

2.8. *The OFFICIAL STAGE BRIEF from the day of the event, read by the RO supersedes the match book or any previously posted stage information.*

3. Firearms

3.1. *All firearms used by participants must be serviceable and safe. RO's may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a RO, it shall be withdrawn from the event until the item is repaired to the satisfaction of the Match Director.*

3.1.1. *Devices that increase the risk of unintentional discharge such as binary triggers are prohibited for competition.*

3.1.2. *Fully automatic fire is prohibited unless otherwise specified by the match director.*

3.2. Competitors may change/reconfigure firearms at any time during the event provided they all fit into their registered divisional requirements. However, if a firearm needs to be replaced during the event the match director must approve the change and you cannot go back to your original firearm.

3.3. If a participant's firearm becomes unserviceable, and a firearm fitting the shooter's division cannot be found, the shooter may use any available firearm with Match Director approval. Division change may be required.

3.4. Competitors shall not change caliber during the course of a match.

3.4.1. A competitor who substitutes caliber, or modifies/substitutes a firearm outside of divisional requirements without the prior approval of the MATCH DIRECTOR will be subject to disqualification for unsportsmanlike conduct.

3.8. Silencers may be used in any division, failure to activate the timer results in shooting for no score.

4. Holsters and Equipment

4.1. Handgun holsters

4.1.1. Holsters must be able to safely retain the handgun during vigorous movement. Level 2 or 3 retention is recommended.

4.1.2. The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

4.1.3. Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.

4.2. slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed, or changed at any time during the match, providing that they are allowed in the competitor's division. If a bag or other support equipment is to be used on a stage, it must be staged with the shooter and remain with the shooter until the COF is complete.

4.4. Staging shooting bags, mats, tripods etc. is prohibited prior to the buzzer.

5. Ammunition

5.1. Tracer, incendiary, armor piercing, bi-metal, and steel jacketed or steel/tungsten core ammunition are specifically prohibited.

5.1.1. Magnets are used to check this. If the bullet sticks to a magnet it is prohibited.

5.1.2. Violation of rule 5.1 are assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense, match DQ is immediate.

5.2. Pistol ammunition shall be 9x19mm or larger. Maximum velocity 1600 feet per second.

5.3. Rifle ammunition shall be .223 or larger

5.4. Pistol and rifle cartridges shall fire a single projectile only.

6. Divisional Firearm Requirements

6.1. Match staff reserves the right to inspect any firearm(s) for compliance to the rules stated below. Failure to submit firearms for inspection shall result in an event DQ.

6.3.1.1. No limitations on accessories.

6.3.1.2. Pistol caliber shall not be changed during the event.

6.3.2. Rifle

6.3.2.1. No limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed at anytime.

7. The STAGE BRIEF will specify target type/count and firearm(s) required for proper engagement.

7.1. Shooters are responsible to listen to the STAGE BRIEF and ask questions prior to receiving the make ready command regarding what firearms may engage which targets to avoid procedural penalties or match safety penalties including DQ.

8. Scoring

8.1. Any scoring issue the shooter does not agree with may be appealed to the stage RO, and if not resolved, the MATCH DIRECTOR. Scoring decisions may not be arbitrated.

8.1.1. Competitors shall finalize their score by tapping approve on the score pad prior to the next shooter starting their stage, at which point the score may not be appealed.

8.1.1.1. Competitors that opt not to review their score forfeit the option to request an RM/MD review.

8.1.2. RO may temporarily approve in case of dispute.

8.1.3. Missing scores shall be reshot, or if not possible, scored as max time. Video evidence may be used at RO discretion.

8.2. Each stage is time plus points.

8.3. All divisions will be scored separately regardless of participation.

8.4. Prize table if used will be by division and sized according to relative participation.

8.5.1. If there are less than 5 people in a division they will be assigned a random walk number not to exceed the top 5 finishers.

8.6. Trophy count is announced during match check in. Divisions under 5 competitors may not receive a trophy.

8.7. Static plates are struck with a bullet to score; individual stages may require multiple hits.

8.8. RO's should call "hit" to indicate to the shooter a neutralized target. If any other vocal acknowledgment is preferred i.e "impact" the shooter must notify the RO at the start of the stage

9.0 Penalties

9.1. Missed Target Under 100 yards- 10 Second Penalty

9.2 Missed Target over 100yds- 30 second Penalty

9.3 Procedural Penalties

9.3.1. Additional 30 Seconds shall be assessed for:

9.3.2. Failure to follow stage procedures.

9.3.3 Failure to do Right: Unsportsmanlike conduct. This can be issued multiple times depending on the infraction and may be a DQ if required.

9.3.3.1. Exception, failure to start in the correct position will result in a reshoot. Match staff will correct shooters out of position.

9.3.4 Using a firearm abandonment barrel/container or pickup table/container to support themselves at any time. This is a significant advantage and is a penalty per shot. Leaning on tables or placing elbows or bipods on tables counts as support. STAGE BRIEFS may make exceptions as required.

9.3.5 Acting on “coaching” or providing coaching.

9.4. Additional 30 seconds shall be assessed for:

9.4.1. Entering a forbidden area to create a competitive advantage.

9.4.2. Dropping a pistol that was completely unloaded and visually cleared by the SM before drawing and loading it. The SM will stop the shooter, retrieve the pistol, ensure it is clear, and offer the shooter a reshoot. The penalty is applied to the reshoot. Showing a clear pistol prior to the start signal is the responsibility of the shooter, not the SM.

10. Disqualifications

10.1. A Disqualification (DQ) results in complete DQ from the event. The competitor will not be allowed to continue. The competitor will not be eligible for prizes, or entry into other divisions.

10.2. Safety violations are not subject to arbitration. Disqualifications will apply for the violations contained in section 10.

10.3. Disqualifications are issued by the RO, or MD.

10.4. Negligent Discharge: A competitor who causes a negligent discharge shall be stopped by a RO as soon as possible. However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.

10.4.1. A shot which strikes the ground less than 10 feet from the competitor, except when shooting at a target closer than 10 feet to the competitor. The shooter will be stopped, and their position marked as well as the impact point. Until a ruling is made no one will walk the stage or the area where the violation occurred.

10.4.1.1. Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a “squib” shall not be subject to rule 10.4.1

10.4.1.2. If the SM determines that the bullet or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of rule 10.4.1 will apply.

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

10.4.3. A shot which occurs during remedial action in the case of a malfunction.

10.4.4. A shot which occurs while transferring a firearm between hands.

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

10.4.5.1. Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to DQ. However, rule 3.1 may apply.

10.5. 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. This includes any firearm, loaded or unloaded, that falls after being grounded during the COF.

10.5.1. Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in a disqualification, provided the firearm is empty and retrieved ONLY by an Event Official.

10.5.2. Exception: A completely unloaded pistol visually checked by the SM during the "Make Ready" falls out of the holster while navigating a COF prior to any loading process. See 9.2.3

10.6. Failure to ground firearms in a designated area and or container.

10.6.1. Abandoning a firearm anywhere other than in a designated area/container in an unsafe condition is a DQ.

10.6.2. Exception: safe firearms accidentally grounded in a safe direction but not in the correct designated container may instead result in a 30 second procedural penalty. See 9.2.5

10.7. Allowing the muzzle of a firearm to break the 180 degree safety plane at any time.

10.8. Having a holstered pistol with a live round in the chamber, or magazine inserted while in the prone position. OR having a loaded pistol that breaks the 180, even while holstered

10.9. Allowing the muzzle of any firearm to point at any part of the competitor's body (i.e. sweeping) during a COF.

10.10. Unsportsmanlike conduct, which includes, but is not limited to cheating:

10.10.1. Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

10.10.2. Altering or falsifying score sheets

10.10.3. *Altering a firearm's caliber*

10.10.4. *Altering the COF, i.e. moving props, shooting mats, or targets, etc. Unless explicitly permitted by the STAGE BRIEF.*

10.10.5. *Pistol and rifle cartridges must fire a single projectile only.*

10.10.6. *Failure to submit to a inspection of any and all equipment used during a match to verify rule compliance*

10.11 *Shooting Pistol Targets with Rifle*

10.12. *Violating COLD RANGE procedures such as holstering a handgun outside a safety area.*

10.13. *Any competitor found with a magazine inserted in their pistol or rifle while not under the direct supervision of a RO, 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 DQ.*

10.14. *Handling loaded magazines, live, or dummy rounds or a loaded firearm in a safe area.*

10.15. *A competitor impaired by and deemed unsafe as a result of drugs, legal or otherwise, or alcohol*

10.16. *A competitor shall not engage targets with more than one gun in their hands during a COF.*

10.17. *An abandonment barrel, pistol, rifle, or shotgun type, is utilized to safely abandon a firearm. It is not a stage prop; therefore if a competitor shoots an abandonment barrel during ANY action it shall result in a DQ. For the purpose of this rule the term "shoot" means that a competitor fires a projectile (bullet, pellet, slug or wading) and that projectile strikes an abandonment barrel. It is not necessary to penetrate the barrel; the projectile just needs to strike the abandonment barrel.*

11. *Re-shoots*

11.1. *Re-shoots may be issued by a RO, or Match Director. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of their squad's shooting order*

11.2. *If a stage has not been completely reset prior to the start signal or if a target falls on its own after the start signal, the RO shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the COF once it has been reset.*

11.3. *Other reshoots for range equipment failure may be issued by the RO at the time it occurs.*

12. *Appeals*

12.1. *Decisions are initially made by the RO..*

12.2. If the competitor disagrees with the RO 's decision the MD will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

MATCH AND STAGE DESIGN

- **Minimum of 5 stages for local matches**
- **Major Matches should be a minimum of 8 stages (2 day event)**
- **Average minimum round count per stage should be 10 pistol and 10 rifle**
- **Pistol hits should never exceed rifle hits on a stage. They can be the same, however.**
- **Match Design- take advantage of the natural terrain of the property and utilize as shooting positions when possible.**
- **Pistol Target Distances: 12 to 50 yards. Steel preferred. Paper optional**
- **Rifle Target Distances: 100 to 700 yards**
- **Par Times must be 90 or 120 seconds**
- **Pistol misses are always a 10 second penalty**
- **Rifle misses are always a 30 second penalty**
- **No Prone or tripod unless specifically stated in the stage brief**
- **Equipment Requirements: Rifle, pistol, ear pro, eye pro, holster for handgun with a minimum level 2 retention. Slings are not required. No restrictions on rifle optics. Chamber flags are not required but highly encouraged.**
- **Accessories and support devices are at the competitor's discretion**
- **The divisions are as follows:**
 - **Gas Gun Tactical: 223/308 ONLY**
 - **Gas Gun Open: .30 cal max**
 - **Bolt Gun Tactical: 223/308**
 - **Bolt Gun Open: .30 CAL max**

- **Open pistol for all divisions. Iron sight or red dots. Compensators allowed. No magazine length restrictions.**

13. Definitions

13.1. Abandoning-- The competitor does not have physical control of the firearm and has physically moved away from the firearm or acquired another firearm and fired the subsequent firearm. Also known as dump, ground, ditch. In a trash can style dump, the firearm must be muzzle down.

13.2. Coaching--Includes, but is not limited to calling skipped targets, misses, advice on how to clear malfunctions, during a COF. ROs may provide assistance in exceptional circumstances.

13.3. COLD RANGE--Competitor's firearms shall remain unloaded at the event site except under the direct supervision of an event official.

13.4. Course of fire (COF)--Time between make ready and range is clear commands.

13.5. 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).

13.6. Empty firearm--one that is completely devoid of all live ammunition

13.7. Engaged--To be in a position where the muzzle is in line of sight to the target in question. Shooting in the general direction of target, shooting over obstructions that targets are behind, or through see-through walls and/or barriers is prohibited.

13.8. Forbidden Area--Any area the MD decides to make off limits. This can be done for any reason, but should be clearly marked on the stage briefing. It is recommended to be easily identified on the stage itself.

13.9. Low Ready--competitor must stand, with the firearm held in both hands, stock touching shoulder, muzzle at waist level (approximately 45° angle), with finger outside trigger guard and safety on.

13.10. May--optional

13.11. Negligent Discharge--A shot which travels over a backstop, a berm, or in any other direction deemed by the event organizers as being unsafe.

13.13. Operational--The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

13.14. Passive safety--Safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. "Safe Action" striker safeties or passive trigger safeties fall under this ruling.

13.16.2. Range Officer (RO)- match official assigned responsibility for duties ranging from running the timer to watching for scoring and safety violations. The RO term also serves as the generalized description for match officials throughout these rules.

13.17. Safe direction--orientation that ensures if the firearm were to discharge no person would be injured

13.18. Safe firearm--one that has its manual safety fully engaged, regardless of ammunition status

13.19. Shall--compliance is mandatory

13.20. Should--recommended action

13.21. Will--compliance is mandatory

13.22. Stage Briefing (SB) -- Stage instructions, must be available to competitors prior to shooting the stage

14. TSS and its Staff reserve the right to make modifications to the rules as necessary. Suggestions or issues with the rules can be made to sarah@tpgcomp.com or on the TSS Facebook page. Last updated 6/19/23 supersedes all previous versions