

TWIN CITIES ACTION SHOOTING

3 Gun Match Rules

(Updated Feb 2015)

1. Guiding Principle

1.1. The guiding principle for TCAS 3 gun matches is to utilize practical defensive equipment that the average IDPA member possesses in scenario type stages of fire. The goal is to provide a level playing field for shooters to test and enhance their skills with minimal investment in equipment. All IDPA rules for safety, scoring and equipment will apply with the exception of increased magazine capacity and removing the requirement for cover garments. If there are questions about the intent of the rules the guiding principals expressed here should be utilized to clarify the intent.

2. Safety Rules

2.1. Competitors are subject to match disqualification for violation of any rule or regulation in the IDPA rulebook as well as the additional items listed in section 4.

2.2. Rifles & Shotguns

2.2.1. Rifles & shotguns must be cased or carried with the muzzle up.

2.2.2. Rifles & shotguns secured in a shooting cart will be considered cased for purposes of muzzle direction if the cart points the muzzle towards the ground.

2.2.3. Rifles & shotguns must be carried with actions open and detachable magazines removed.

2.2.4. On stages, abandoned rifles and shotguns must be empty and pointed in a safe direction.

2.2.4.1. "Empty" is defined as no ammunition in the rifle or shotgun's chamber and with the detachable magazine removed or empty non-detachable magazine tube.

2.2.5. On stages, preloading shotguns with fixed tube magazines may only be done at the designated pre-loading area and under the direction of a Safety Officer. Preloaded shotguns shall be placed in a designated safety area and will remain there until they are to be used on the stage.

2.2.5.1. "Preload" is defined as loading the fixed-tube magazine of a shotgun with live ammunition while keeping the firearm safety on and the bolt closed on an empty chamber.

2.2.5.2. Preloading Areas are not Safety Areas. Only the shotgun to be preloaded may be handled at the preloading area.

2.3. Pistols

2.3.1. All IDPA pistol rules will apply except magazine capacity rules which are listed in section 3.

3. Magazine Capacity

3.1. Rifle magazine capacity is limited to a maximum 30 rounds per magazine for all divisions with a 60 round stage limit.

3.2. Shotgun will be limited to pre load of 9 rounds (8+1) with a 32 round stage limit.

3.3. Pistols

3.3.1. There is no limit on magazine capacity but there will be no "Barney Loads" allowed and the pistol with magazine inserted must fit within the standard IDPA pistol box.

3.3.2. The stage limit is 45 rounds for pistols.

3.4. Stage Limit is defined as the total amount of ammunition that a shooter may carry. This includes what is loaded in the gun as well as what is carried on their person.

4. Disqualifications:

4.1. There will be no stage Disqualifications all Disqualifications will be match Disqualifications.

4.2. All IDPA rules for Disqualification will be in force. In addition the following will also apply.

4.2.1. Any violation of the safety rules listed in section 2.

4.2.2. Any round that strikes within 3 feet of the top of a berm.

4.2.3. Failure to help reset stages or assist with the setup or tear down of matches.

4.2.3.1. A shooter will be issued 2 warnings and will be disqualified upon the third warning for failure to help.

4.2.3.2. Safety Officers running the match and squads are exempt from this due to the other demands upon their time to keep the match running smoothly for all shooters.

4.3. Any discharging of firearms that is outside of the scope of the match until all stages are torn down, put away and the match is declared over by the Match Director.

5. Ammunition

5.1. No tracer, incendiary, armor piercing or steel jacketed or jacketed sabot slug ammunition allowed. Violation of this rule will result in a match disqualification and financial liability for any damaged range material.

5.2. No shotgun shells loaded with birdshot larger than #7.

5.3. Only lead shot shells are allowed.

6. Firearms

6.1. All firearms used by competitors shall be serviceable and safe.

6.2. If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Match Director.

6.3. Competitors will not reconfigure any firearm during the course of a match. (e.g. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.)

6.4. "Loaded Firearm" is a firearm with ammunition in it; whether in the chamber, magazine tube, detachable magazine still in the firearm, or on the lifter.

6.5. Certain firearm supporting devices may be prohibited by the Match Director.

6.5.1. Prohibited devices include, but are not limited to; supporting devices that risk excess damage to props and/or pose a potential safety risk to competitors and Safety Officers are prohibited. (e.g. the Hedgehog and like products are not allowed)

7. Firearms Division Classifications [Iron, Optic, Heavy, Carbine]

7.1. Division will be determined by the rifle used

7.1.1. Iron – any rifle with 1.0x or less optic or iron sights using .223 or larger caliber ammunition.

7.1.2. Optic – any optic on rifle greater than 1.0x magnification using .223 or larger caliber ammunition.

7.1.3. Heavy - .30 caliber or larger ammunition regardless of optics.

7.1.4. Carbine – Any rifle shooting ammunition smaller in caliber than .223 regardless of optics.

8. Holsters and Equipment

8.1. All IDPA rules regarding pistol holsters and pistol magazine carriers will apply.

9. Stage Procedures

9.1. Each stage or course of fire will have a written description of the stage procedure.

9.1.1. Any SO that makes changes to a COF that modifies the written description without approval of the match director will be subject to sanctions up to and including match disqualification.

9.2. All pre-staged firearms will be staged with the firearm's bolt closed on an empty chamber and a loaded magazine inserted and/or a fixed magazine tube loaded to division capacity unless stated otherwise in the stage description.

9.3. Unless otherwise stated in the stage description, all start positions will be standing on the designated start point facing down range hands at sides.

9.3.1. If starting the course of fire with a handgun, the handgun will be loaded (round chambered) and holstered at the start position with the competitor's hands hanging relaxed at their sides, unless stated otherwise in the stage description.

9.3.2. If starting with a rifle or shotgun, the firearm will be loaded (round chambered) and held at the low ready. Both hands of the competitor must be touching the firearm.

9.3.2.1. "Low Ready" is defined as the stock of the shotgun against the competitors shoulder with the muzzle pointed down range and downward at a 45-degree angle or at a designated physical point.

9.4. Unless otherwise stated in the stage description, no ammo shall be held in the competitors hand at the starting position or pre-staged anywhere in the stage.

10. Scoring

10.1. IDPA scoring will be utilized for all targets.