

## TSA 2 Gun

The goal for TSA 2 gun is to challenge and improve the firearm handling skill and tactics of the competitors. Accuracy will be key, and the penalties will be stiff, but the comradery and enjoyment of participating in these matches will not be overlooked. TSA 2 Gun is divided into RACE divisions and COMBAT divisions. This will give all a division that they can participate in with the gear and firearms they currently possess. Race divisions will be based on firearms being used. Combat divisions will be based on gear being worn. As these matches grow, there will be continued discussion as to how the rules and procedures need to be tweaked, to give the competitor the best experience possible. Stages will be set up to challenge, but not trick, the competitor. As the saying goes, *Life Is NOT fair, neither is TSA 2 Gun.*

*“Strategy requires thought, tactics require observation”- Max Euwe*

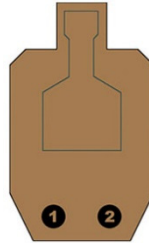
## Procedures:

- TSA matches are run on a cold range. Chambers and mag wells are empty until instructed to make ready by RO.
- TSA events will normally consist of the following types of stages.
  - **Scenario stages** will be used to create as realistic a setting as possible for competition.
  - **Blind stages** will be used with the competitors receiving only the intel the MD feels appropriate.
  - **Skill Builder stages** will be standardized and used to improve competitors' skill of weapon manipulation and target engagement.
  - **Speed Stages** will be used to let the competitor have a wide open, all out, fun stage to just try to burn it down. Cover will not be called, and walk-throughs and planning are allowed.
- Walk throughs are prohibited, except for predetermined stages at MD's discretion.
- Reshoot will only be granted for stage malfunction or RO interference.
  - Competitor equipment and gear malfunction is the responsibility of competitor.
- Primary Weapon chambers must be cleared before transitioning to secondary weapon, unless primary weapon has catastrophic malfunction OR competitor maintains control of muzzle in downrange manner, OR competitor is in "Hot Box".
- "Hot Box" is a designated RED 3'x3' box that competitors may transition to their secondary weapon, while maintaining a "HOT" primary weapon. Primarily used for engagement on steel targets.
  - Primary and Secondary weapons may be used in "Hotbox".
  - Safety **MUST** be engaged on primary weapon before transition to secondary weapon.
  - Competitor **CANNOT** leave Hot Box without control of the muzzle of primary weapon.
- **Weapon safeties must always be engaged when applicable.**
- Secondary weapon can be reholstered "hot".
- Shoot areas, fault lines, or any means the MD deems necessary can be used to contain or direct competitor in a stage.
- Combat divisions must have both primary weapon and secondary weapon on person for all stages unless WSB says otherwise. In combat, you do not leave your weapon behind.
- Use of Cover - Cover/Concealment must be used unless competitor is moving while engaging threats.

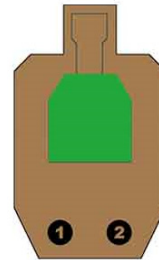
- When a competitor performs an action while exposed to a non-engaged threat while stationary, they will receive a penalty.
- When a competitor crosses a window, doorway, or hallway a second time without engaging exposed threats, they will receive a penalty.

## Targets:

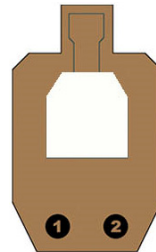
- Primary Neutralization Targets will be used as the primary paper threat target.



- The color GREEN will simulate "Armored Threat" for rifle rated plates. Pistol calibers will not defeat "Armored" area.



- The color WHITE will simulate secondary weapon ONLY target



- Hands on target will represent non-threat.



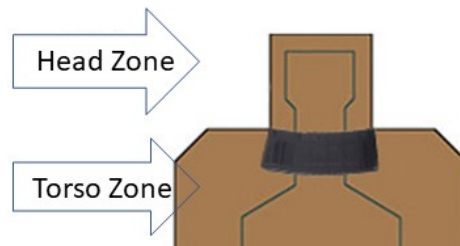
- Any target with a weapon is designated a threat target.



- Badge on target will represent LE and override any other markings on target; Badge can be placed anywhere on target at MD's discretion.



- The color **RED** on a target will simulate an explosive target.
- Reactive steel targets will be used, and steel must fall to be scored; steel can be set to receive multiple hits to fall.
- Static steel targets can be used and will require 2 hits unless WSB states otherwise.
- Threat targets are engaged in tactical priority.
- Other types of targets may be used from time to time with the WSB determining "hits"
- HVT (High Value Targets) can be used as bonus targets. MD will designate the HVT.
- The color **BROWN** or stated color in WSB is used as soft cover. Threats and non-threats and any barrier that is colored brown or stated color are "shoot through", except for wood props and structures. Typically, cardboard or cloth only.
- Walls run from ground to the "moon", cannot be engaged through, under or over unless WSB states otherwise.
- Black area painted on target will remain impenetrable surface or "Hard Cover".
- Illustration to right displays the areas on the target that distinguish the Head Zone and the Torso Zone as used in stages.



## Scoring:

- Threat targets will require two hits from primary weapon and three hits from secondary weapon unless WSB states otherwise or subclass determines neutralization.
- Reactive steel will be required to “fall” to count as hit.
- “Armored Threat” (green targets) will require neutralization by either -
  - 2 hits in green area to defeat “Armor” plus 2 more hits in green area to defeat threat target.
  - **OR** 2 hits in non-armored hit zone
- “Explosive targets” (red targets) will require 1 hit to detonate the “explosive” and neutralize everything in a 15’ radius or the entire room that it is in, including the competitor.
- Threat targets will be scored as: Hit area = 0 seconds  
PZ (Penalty Zone) = 5 seconds  
MOT (Miss on Target) = 10 seconds
- FTE (Failure to Engage) = 40 seconds
- NT (Non-Threat) = 30 seconds
- General Procedural = 10 seconds
- Mandatory mag change = 10 seconds
- Cover = 10 seconds
- Self-Destruction = 60 seconds
- Hit on LE = 60 seconds
- Spirit of Game = 60 seconds
- 3’ engagement = 5 seconds (competitor must be at least 3’ from target for engagement with firearm, unless WSB states otherwise)
- HVT = MD designates value

# Divisions:

## Race Divisions

- **Limited:**
  - Secondary (Pistol)
    - Custom or factory installed electronic sights, optical sights, compensators or barrel porting are **not** allowed.
    - Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks and shall not exceed 141.25 OAL for staggered magazines.
    - Pistol Magazine failing the OAL inspection will be moved to Open.
  - Primary (Rifle)
    - Limited rifles may be equipped with no more than one (1) optical sight.
    - Magnifiers are allowed.
      - Magnifier is **NOT** allowed to have separate reticle.
    - Muzzle devices are allowed in this division.
    - No restrictions on magazine. Must have sling.
- **Tactical Optics (TacOps):**
  - Secondary (Pistol)
    - Custom or factory installed electronic sights are allowed.
    - Compensators or barrel porting are prohibited.
    - Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks and shall not exceed 141.25 OAL for staggered magazines.
    - Pistol Magazine failing the OAL inspection will be moved to Open.
  - Primary (Rifle)
    - Rifles shall be equipped with no more than one (1) optical sight.
    - Magnifiers are allowed.
      - Magnifier is **NOT** allowed to have separate reticle.
    - Muzzle devices are allowed in this division.
    - No restrictions on magazine. Must have sling.
- **Open:**
  - No limitations on either firearm. Primary (rifle) must have sling.
- **Heavy:**
  - Secondary (Pistol) - see Tactical Optics rules
  - Primary (Rifle) - see Tactical Optics rules with the following exceptions
    - Rifles shall be .308 Winchester (7.62x51mm NATO) minimum.

## **Combat Divisions**

*Weapons for Combat Division have no limits. Combat Division class is determined by the gear being used.*

- All primary weapons(rifle) must have sling.
- **Recon:** chest rig or plate carrier, 3 primary and 3 secondary weapons magazines required
- **Trooper:** plate carrier with front and rear plates, 4 primary and 3 secondary weapons magazines required, 25 pounds of gear to start match
- **Juggernaut:** plate carrier with front, and rear plates, hydration, helmet, 6 primary and 3 secondary weapons magazines required, 50 pounds of gear to start match
- **SWAT:** LE personnel only, active shooter gear

### **HEAVY Subclass: for all classes in Combat division**

- 7.62x51 (.308) and larger caliber required
- Scoring hits: 2 hit in body OR 1 hit to the head/neck neutralization zone.
- Armored Threat requires 1 hit to defeat “Armor Plate”(Green Target)

### **CQB Subclass: for all classes in Combat division**

- Pistol Caliber Primary weapon consisting of 5.7mm, 9mm, 10mm, .357 Sig, .40 S&W and .45 ACP
- Scoring hits: 2 hits in neutralization zone unless WSB states otherwise
- Pistol calibers **cannot** defeat “Armored area” (green targets)
- Pistol calibers **can** engage steel targets unless WSB states otherwise.

**TSA 2 Gun is an evolving sport, designed and tailored by shooters for shooters.**

## TSA Terms:

- **Cover/ Concealment** – A vertical surface that covers or conceals the participant from threat targets (i.e.- barrels, walls, vehicles, barricades, etc.)
- **Stage** – The setup of targets and props in a specified manner for the competitors to shoot.
- **RO** – Range Officer is responsible for the control and maintenance of the assigned firing range.
- **COF** – Course of Fire - a sequence of activities related to the actual discharge of a firearm.
- **WSB** – Written Stage Briefing is the controlling document for the stage as to how the stage should be engaged.
- **HVT** – High Value Target is the term given to a special threat or resource that is worth bonus time (time taken off overall score).
- **Head Zone vs Torso Zone** – Head zone on threat target is from shoulders up. Torso zone is from shoulders down.
- **Walkthrough** – a specified time when competitors can walk through a specified stage to plan a strategy.
- **Primary Weapon** - (Rifle) The competitor's offensive weapon.
- **Secondary Weapon** - (Handgun) The competitor's defensive weapon.
- **Blind stage** – A stage that the competitor will receive only limited intel and will not be able to see any of the setup until after make ready command and start signal.
- **Par time** – A fixed amount of time that a competitor is allowed to complete the COF.
- **Cold Range** - A shooting range on which all firearms are to be unloaded at all times, unless instructed otherwise by a range master or a range officer.
- **180 Rule** - The muzzle of your gun may NEVER break the 180-degree plane — the imaginary line that extends to your left and right on the shooting line. If you pivot your body, the line doesn't move with you. It stays anchored to the targets and parallel with the back of the berm.



- **Shoot throughs** – Targets or obstacles that can be penetrated and the projectile continues down range striking another obstacle or target.
- **Shoot Area** - is the area inside shooting boxes, fault lines, walls, or any other barrier.
- **Starting Position** – Standard starting position is secondary loaded and holstered, primary loaded shouldered low ready unless WSB states otherwise.