

TRS Rules 2023

Safety

Matches at ALGC are run as a cold range. All firearms remain unloaded unless under supervision of SO
180' rule always in effect. Always practice good muzzle discipline
Sweeping anyone, dropping loaded firearm, any unsafe actions will result in DQ
Finger off trigger and out of trigger guard unless actively engaging targets
Engage safety on long guns while moving unless actively engaging targets
ECI in long guns at all times unless otherwise instructed by SO
Pistol remains holstered at all times unless otherwise instructed by SO

Engagement

Targets must be engaged in tactical priority.
Concealment, if available, must be properly utilized
From concealment "slice the pie"
In open "near to far"
In the open, if targets similar distance, engage in tactical sequence (1-1-2-1-1)
If "slicing the pie" multiple targets present themselves at the same time, engage "near to far"

Targets being engaged "on the move"

Movement must be continuous movement, no pauses to engage
While moving to the next firing position, any target to be engaged from that next position,
may be engaged "on the move". Movement must be continuous movement

While engaging targets, if primary weapon goes down, shooter is expected to
transition to secondary weapon (if reasonable) or find cover

Targets are to be engaged as per COF instructions

Reloading

Magazine fed firearms

Magazines containing rounds may not be left behind
Only empty or suspected malfunction inducing mags may be left behind

Tube Fed Shotgun

Must use a ready position reload
If reloading empty tube fed shotgun, the first round must be loaded into chamber before loading mag tube
If running shotgun empty, in close proximity to target or targets, shooter must "load one shoot one"
BEFORE reloading magazine tube

Scoring

Paper targets scored 0, down 1, down 3 or down 5(miss)
Paper needs 2 hits, down 1 or better, to neutralize
Paper target not neutralized will be scored points down plus FTN
FTN scored -10
Steel targets engaged with required number of shots but not hit will be scored as miss
Missed steel target scored -10
Steel targets not engaged with required number of shots will be scored as miss and FTN
Hit on non-threat (HNT) scored -20
Procedural penalties scores -10 Procedural penalties awarded to reinforce Tactical skill and
enforce penalties

Equipment

Holster must securely hold pistol, muzzle pointed down
ALGC does not allow Blackhawk Serpa holster
NO bump-stocks, binary or forced reset triggers permitted
Slings required on all long guns
ECIs required for all long guns

Engagement, scoring and equipment rules subject to modification per match type or COF
Modifications will be announced prior to start of match