



Official Rule Book

INTRODUCTION

Canadian Tactical Carbine Association (CTCA) was founded to enable the carbine enthusiast an opportunity to put to use his/her carbine in a fun competitive sport that utilizes speed & accuracy while negotiating realistic scenarios.

Although a competitive sport, the goal of CTCA is for self-progression and to challenge yourself, and not promote a competitive atmosphere where strict rules and regulations on equipment apply. CTCA promotes the use of full tactical gear and equipment, as it understands that most carbine enthusiasts have a desire to test, train, and put to use their full fighting order.

As it is very common for operators to have both primary and secondary weapon systems, CTCA uses both carbine and pistol during courses of fire, however 90% of all courses of fire during a match will concentrate on the use of the carbine, as the pistol is used as a backup & secondary firearm.

The goal of CTCA is to provide the competitor with a fun & safe environment for them to engage in realistic scenarios utilizing real world tactics, thus further enhancing their skills with both Carbine and Pistol.

Founder/President
Rainman

1. SAFETY RULES

1.(a) Firearms safety is paramount during any shooting sport or practice, thus the universal laws of firearms safety will be adhere to or an automatic disqualification and removal from the match may apply:

- Always treat any firearm as if it were loaded
- Never allow the muzzle to cover anything, which you are unwilling to destroy
- Keep your finger off the trigger, outside the trigger guard, and along the receiver until committed to a shot¹
- Be aware of your target and beyond

1.(b) Muzzle safe points are limited to 90° field of fire from the competitor's down range position. At no point will a competitor allow his/her muzzle to go beyond 90° from down range. The only exception to this rule is when holstering a secondary firearm where the holster is equipped with an FBI cant style mount.² In this case the muzzle must not be directed within 1 meter from the rear of the competitor's foot.

1.(c) Dropping firearms whether unintentional or due to equipment failures may incur a Firearms safety Infraction (FSI) and result in a disqualification. Circumstances will dictate at the discretion of the range officer (RO).

1.(d) All firearms will be unloaded and loaded on command and only during a course of fire (CoF). This includes both primary and secondary firearms. "Hot range" may be used at the discretion of the club for practices or non-sanctioned matches, however this will only apply to secondary firearms. (Appendix H)

1.(e) A safe area will be designated at a match or practice where the competitor can handle UNLOADED firearms for storage, maintenance or inspection. This will be the ONLY area where a competitor can handle his/her firearm. There will be no ammunition in this area.

1.(f) All competitors, spectators or anyone else at the range facility will utilize shock resistant eye protection & hearing protection.

1.(g) Upon completion of any CoF, the competitor will on command unload, show clear, and release the action of both primary and secondary firearms. Before leaving the firing line the competitor will holster their secondary and sling their primary.

1.(h) While the primary is not in use it **SHALL** either be stored in the case or slung on the competitor with the action locked open and to the rear (if applicable). Competitors will avoid having their hands on the grip and/or receiver area.

1.(i) All firearms will be serviceable thus if at any time the Match Director (MD) feels there is a concern for safety, that firearm may be tested and if required not authorized for use during the match.

¹ Committed to shot is defined as actively shooting at your target. Thus anytime you are not shooting, such as magazine changes, or changing positions this rule MUST apply.

² FBI cant – Normally a 15 degrees tilt towards the shooters front to aid concealment and ergonomics while deploying.

1.(j) Safety mechanisms on primary firearms will be engaged at all times unless engaging targets; including moving from position to position, and after a tactical mag change has been completed.

1.(k) All primary firearms will have and use a sling, and be slung with muzzle down while not in use and on the competitor's person.

2. COMPETITION RULES

2.(a) Competitors will refrain from any use of action or equipment that gives the competitor an edge during a CoF. Circumstances of the action or equipment will dictate and at the discretion of the Match Director and may incur a penalty or disqualification. Repeated offences may result in the member's membership revoked.

2.(b) Competitors will refrain from any unsportsmanlike conduct, or outbursts during a disagreement that creates a negative atmosphere during the match.

2.(c) Only two reloads are approved by CTCA and are common with real world tactics:

- Speed Reload
- Tactical Reload

All reloads start with the competitor's action to initiate a reload (such as magazine release) and end once the magazine has been fully seated in the firearm and/or the second magazine (Tac Reload) has been secured on the competitor's person.

2.(d) Course rehearsals and/or sight pictures are not authorized³.

2.(e) Competitors will use all available cover during a CoF. This includes while conducting reloads.

2.(f) The competitor's physical position will not change once the "stand-by" command has been given, and before the start signal. When a CoF has the competitor's primary in his/her hands, at the very minimum, they will have their weapon hand on the pistol grip.

2.(g) No shots shall be fired before the start signal has been given.

2.(h) Ties shall be broken by a CoF as decided upon by the Match Director.

2.(i) It is the responsibility of the competitor to keep track of his/her score. If at anytime the competitor feels the score results are inaccurate they may address this to the Match Director before the last shooter has completed their CoF, and before final scores are added.

2.(j) Re-shoots are only authorized for equipment or RO interference. Re-shoots are authorized for classifiers provided they are not part of a match, and the entire classifier is redone from the start.

³ Course rehearsals or sight pictures are not required to facilitate the spirit of real world scenarios where a shooter normally does not have a chance to rehearse when negotiating an attack.

- 2.(k) Competitors must use the same division requirements should their primary or secondary malfunction. Should they need to re-shoot a CoF, they may do so after the last competitor has completed that particular CoF.
- 2.(l) Official IDPA targets will be used for CTCA matches. (CTCA official targets are pending)
- 2.(m) Targets shall be replaced after fifty (50) hits. This prevents scoring discrepancies and better visuals of the scoring lines.
- 2.(n) Primary and secondary firearms will start from their natural mechanical condition of ready as manufactured and loaded as per division requirements.
- 2.(o) When scoring, if the outside diameter of the bullet hole or grease ring is touching the scoring line, then the highest score is given to the competitor. If any elongated bullet impacts are on the target and exceeds two bullet diameters these are counted as a miss. This is normally caused by extreme angle shooting or ricochets of metal stands, targets etc.
- 2.(p) If a competitor fires more shots than instructed during a CoF during a limited Vickers count type CoF, then the maximum value for each excess shot is subtracted from the score, based off the targets maximum number of shots. A penalty will also be added for a procedural.
- 2.(q) If a competitor experiences a malfunction and cover is available and nearby the competitor is encouraged to make use of the cover. If a malfunction with the primary occurs the competitor must clear the malfunction and maintain the CoF using the primary. Secondary will only be used when the CoF calls for it.
- 2.(r) Competitors must use their primary firearm during all CoFs, unless a CoF specifically calls for the use of the secondary. Should the primary experience a malfunction, and the competitor dumps ammunition on the ground while clearing the malfunction, the competitor **MAY** use their secondary to complete the CoF **ONLY** if they run out of primary ammunition.
- 2.(s) All paper targets require two (2) shots, while steel targets require as necessary to drop or strike the steel target. Same applies for CoFs requiring a transition to secondary.
- 2.(t) Range commands used in CTCA is as follows: (Appendix H)
- Range is hot
 - Load & make ready
 - Are you ready
 - Standby
 - Finger/muzzle/cover/safety (Warning commands used during a CoF)
 - Cease Fire
 - Unload and show clear
 - Make safe and let it hang (Primary)
 - Hammer down & holster (Secondary)
 - Range is safe

4. COURSE OF FIRE RULES

- 4.(a) All CoF should be designed around real world practical applications of a carbine during a close quarters engagement. No CoF should be designed that puts the competitor, RO, or spectators at risk.
- 4.(b) 90% of all courses of fire during a match must require the use of the primary firearm.
- 4.(c) When the use of a secondary firearm is required, the range shall be no more than 10 yards.
- 4.(d) 75% of the shots fired during a match shall not exceed 15 yards, however 50 yard shots are encouraged, and if the range facility permits, 100 yards is authorized.
- 4.(e) Due to unrealistic firearm manipulation during movement, all courses of fire shall have a forward or side/angle movement. No reverse movement beyond 90° from the front for more than 5 yards is authorized.
- 4.(f) Only one no-shoot target is authorized for every three targets.
- 4.(g) At least 5% of all shots fired during a match must be shot on the move.
- 4.(h) No target shall be placed in such a way that it may be hit by shooting through another target.
- 4.(i) When cover is available the competitor must utilize the cover when engaging targets, and while reloading.
- 4.(j) Targets must be engaged in tactical priority. Any targets within 2 yards equal in distance to the competitor are considered equal threats. Tactical Sequence may also be used if in the CoF design.
- 4.(k) Support side shooting with the use of a Primary firearm is encouraged, however it is recommended for standard exercise type CoFs.
- 4.(l) Use of support hand only reloads is **NOT** authorized.
- 4.(m) Use of steel is authorized for secondary firearms only.
- 4.(n) No CoF shall exceed 16 rounds for carbine, 8 rounds for shotgun, and 8 rounds secondary.
- 4.(o) No string of fire shall exceed 6 rounds for carbine, 5 rounds for shotgun, and/or 4 rounds for secondary.
- 4.(p) No foot fault lines shall be used, however competitors must be cognizant of their position in relation to use of cover.
- 4.(q) Once a match has started, all courses of fire designs are finalized. Should a course malfunction occur and needs to be redesigned, then all competitors **MUST** re-shoot the CoF.
4. (r) When a CoF uses a room scenario, the participant must enter the room and move to the side of the door when engaging. This prevents standing in the fatal funnel, as per real life tactics.

5. PENALTIES

5.(a) **Firearms Safety Infraction (FSI)** (Disqualification) when a competitor violates one of the universal laws of firearms safety during a CoF, or while at a match. Competitor will be asked to leave the range. If repeated offences occur member's membership may be revoked.

5.(b) **Unsportsmanlike Conduct (UC)** (Disqualification) any action performed by the competitor that creates a negative atmosphere experience during a CTCA match, or performing an action that will give the competitor an advantage during a CoF. Example but not limited to:

- Firing extra rounds so that a reload may be done at a more convenient time
- Purposely performing a procedural error to achieve a better score even with the penalty
- Not reloading to fire one more round to achieve a better score even with the miss
- Any use of inappropriate devices and/or equipment

There are two many examples and possibilities to list; however the match director has the discretion and responsibility to analyse the circumstances of the alleged conduct. Due to the spirit of CTCA any unsportsmanlike conduct will result in a disqualification of the match. Any repeated offences may have the member's membership revoked.

5.(c) **Procedural Error (PE)** (3 Seconds added) when a competitor fails to follow the CoF instructions and procedures or breaks a competition rule. A procedural will be assessed for each type of infraction, however if there are multiple infractions of the same type only one procedural will incur. Examples are but not limited to:

- The competitor fails to retain a partially loaded magazine during a tactical reload
- Competitor fails to perform a reload when instructed as per the CoF procedures
- Competitor remains static during a shot when shots are to be fired on the move
- Competitor fires two shots in concession on each target when the CoF calls for a tactical sequence
- Competitor uses both hands, or the wrong hands as specified in the CoF
- Competitor starts prematurely such as moving his hands to engage the targets or retrieve a firearm before the start signal
- Competitor fires more shots then required on a target. The highest score will be taped and a procedural penalty will incur regardless of how many extra shots are fired
- Competitor fails to use cover sufficiently (Appendix C)
- Competitor does not respond to warning calls; such as cover, finger, muzzle, and or safety

- Anytime a competitor fails to follow the CoF procedures correctly

5.(d) **Hits on None-Threat Target** (HNT) (5 Seconds added) when a competitor hits a none-threat target (aka no shoot). Multiple hits on the same none-threat target will only incur one HNT, however a HNT will incur for every none-threat target hit during a CoF.

5.(e) **Failure-to-Neutralize** (FTN) (5 seconds added) when a competitor only hits a target in the – 3 zone, thus not neutralizing the threat.

6. DIVISIONS

6. (a) There is a total of 10 (ten) divisions in CTCA and are aimed at either a high or low profile load-out and are listed as follows:

- High-Profile Assaulter Major (HPA-Major)
- High-Profile Assaulter Minor (HPA-Minor)
- Low-Profile Assaulter Major (LPA-Major)
- Low-Profile Assaulter Minor (LPA-Minor)
- High-Profile Sportsman Major (HPS-Major)
- High-Profile Sportsman Minor (HPS-Minor)
- Low-Profile Sportsman Major (LPS-Major)
- Low-Profile Sportsman Minor (LPS-Minor)
- High-Profile Breacher (HPB)
- Low-Profile Breacher (LPB)

The above divisions are similar in nature and are only divided by the type of equipment used and the calibre of the carbine. Since secondary firearms are rarely used their type and calibre have no bearing on the overall division.

6.(b) **High-Profile Assaulter Major** – (Calibres .223 -.308) This division requires the use of full fighting order or High-profile type gear known as a tactical vest/chest rig, etc and a thigh type holster. This division is authorized and mandatory for the use of 10 round magazines. This is essentially an unlimited division when it comes to gear used. (See appendix A for further details)

6.(c) **High-Profile Assaulter Minor** – (Calibres .22 – 9mm) This division requires the use of full fighting order or high-profile type gear known as a tactical vest/chest rig, etc and a thigh type holster. This division is authorized and mandatory for the use of 10 round magazines. This is essentially an unlimited division when it comes to gear used. (See appendix A for further details)

6.(d) **Low-Profile Assaulter Major** – (Calibres .233 -.308) This division requires the use of a low-profile load-out that allows the competitor to use only a belt kit with no more than 2 primary magazines and 2 secondary magazines and a belt holster. This division is authorized and mandatory for the use of 10 round magazines. This is a limited type division with certain guidelines in regards to gear and placement. (See appendix A for further details)

6.(e) **Low-Profile Assaulter Minor** – (Calibres .22 – 9mm) This division requires the use of a low-profile load-out that allows the competitor to use only a belt kit with no more than two primary magazines and 2 secondary magazines and a belt holster. This division is authorized and mandatory for the use of 10 round magazines. This is a limited type division with certain guidelines in regards to gear and placement. (See appendix A for further details)

6.(f) **High-Profile Sportsman Major** – (Calibres .223 -.308) This division requires the use of full fighting order or High-profile type gear known as a tactical vest/chest rig, etc and a thigh type holster. This division is authorized and mandatory for the use of 5 round magazines. This is essentially an unlimited division when it comes to gear used. Designed for competitors limited to 5 round magazines due to availability and/or firearm system. (See appendix A for further details)

6.(g) **High-Profile Sportsman Minor** – (Calibres .22 – 9mm) This division requires the use of full fighting order or high-profile type gear known as a tactical vest/chest rig, etc and a thigh type holster. This division is authorized and mandatory for the use of 5 round magazines. This is essentially an unlimited division when it comes to gear used. Designed for competitors limited to 5 round magazines due to availability and/or firearm system. (See appendix A for further details)

6.(h) **Low-Profile Sportsman Major** – (Calibres .233 -.308) This division requires the use of a low-profile load-out that allows the competitor to use only a belt kit with no more than 2 primary magazines and 2 secondary magazines and a belt holster. This division is authorized and mandatory for the use of 5 round magazines. This is a limited type division with certain guidelines in regards to gear and placement. Designed for competitors limited to 5 round magazines due to availability and/or firearm system. (See appendix A for further details)

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6.(j) **High-Profile Breacher** – (410 – 12 Gauge) This division requires the use of full fighting order or high-profile type gear known as a tactical vest/chest rig, etc and a thigh type holster. This is essentially an unlimited division when it comes to gear used. (See appendix A for further details)

6.(k) **Low-Profile Breacher** – (410 – 12 Gauge) This division requires the use of a low-profile load-out that allows the competitor to use only a belt kit with no more than two primary magazines and 2 secondary magazines and a belt holster. This is a limited type division with certain guidelines in regards to gear and placement. (See appendix A for further details)

APPENDIX A

The following annex describes the firearm and equipment regulations & restrictions for use in CTCA.

Primary Firearms – The following describes the limitations for all primary firearms for all divisions:

- No barrel length less than 10.3" or longer than 16" (18" for Sportsman Division)
- No muzzle brakes
- No bi-pods
- No trigger pull less than 3.5 lbs
- No magazine wells
- No magnified optics greater than 1.1X magnification. If variable magnifications are used, then it must be set to the lowest power maximum of 1.1X magnification
- Shotguns shall use ONLY 1oz slug ammunition
- Shotguns shall use a maximum capacity of five (5) rounds
- All primary firearms **MUST** have a sling

The main focus here is for the carbine/shotgun to be set up for close quarters combat design, thus anything else is authorized within reason. Charging handles, ambidextrous accoutrements, B.A.D. type devices, enhanced trigger guards, rear stocks, rail accoutrements, forward grips, light & laser devices, and center point sling mounts & slings.

Secondary Firearms – As described earlier secondary firearms are rarely used and not the main focus in CTCA other than to maintain proficiency with firearm transition skills. Also since the range of the secondary firearm is for extreme close engagements it has been decided that minimal limitations are restricted to secondary firearms. However, due to being unpractical for practical use the following limitations are for all secondary firearm systems for all divisions:

- No extended or add-on type compensators. Ported barrels are authorized
- No optics/red dots or any kind

The main focus here is for the secondary to be practical and efficient for combat use, thus anything protruding or causing the secondary to not be secured in a holster with minimal retention is not authorized.

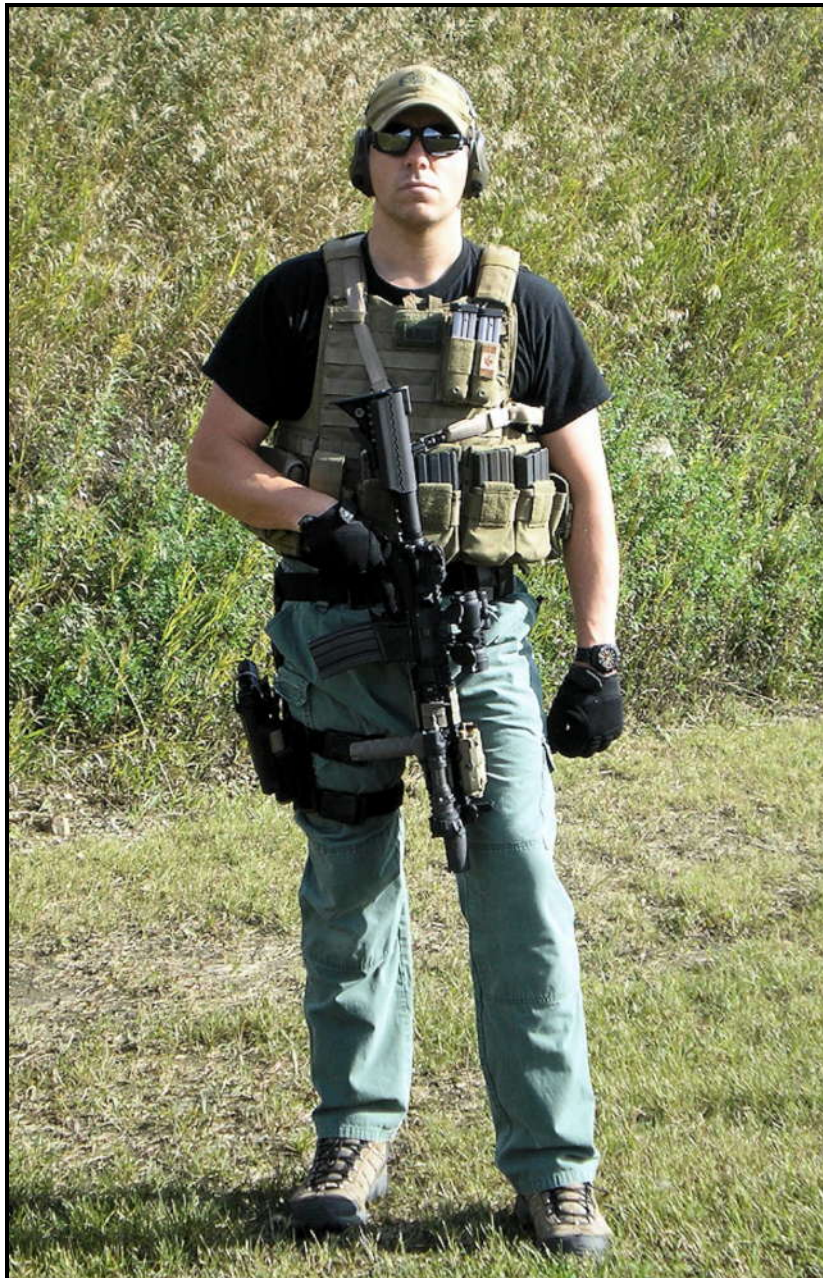
Magazine Capacities – All magazines will follow Canadian Firearm Legislations and as firearm specifications.

To keep the spirit of the sport fair, Police and Military members using duty magazines will load as per division requirements.

High-Profile Gear – The goal of this division is to allow the competitor to train or compete in a full fighting order load-out. This is somewhat of an unlimited division where there are very few restrictions to the gear authorized for use in this division: (Figure 1)

- Vests – any load bearing vest, tactical vest, chest rig type is authorized and must be fitted to carry at least four primary magazines. CTCA endorses the motto fight like you train and train like you fight, thus the use of body armour and/or plates is authorized for military and police members only.
- Belt Kits - due to the use of vests etc, drop leg or thigh holsters is authorized and mandatory for this division. Limited restrictions are placed on these types of holsters, however they must be practical and WILL have at least a single retention device such as a strap or similar mechanism causing the pistol to be secured in the holster.

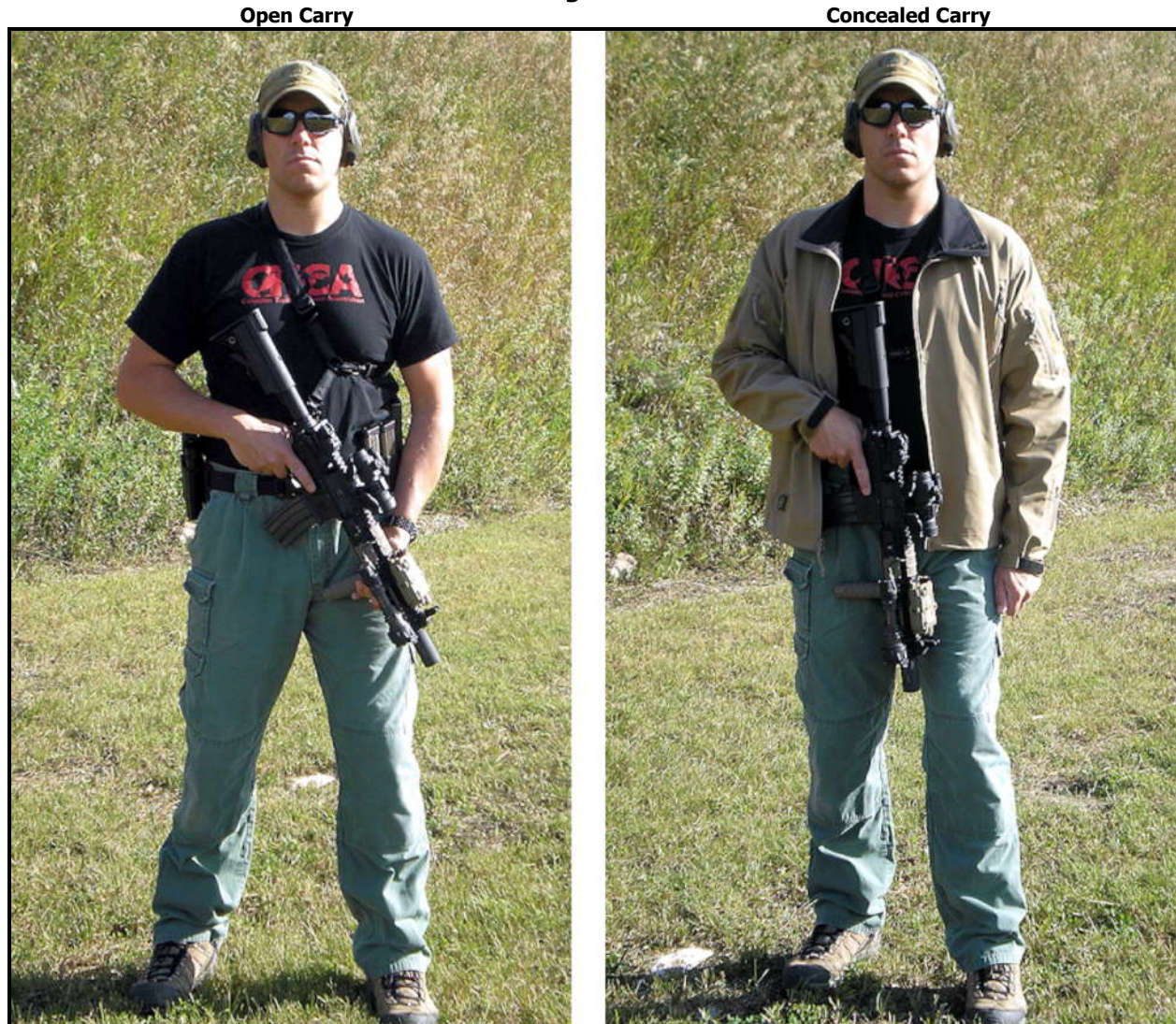
Figure 1



Low-Profile Gear – The goal of this division is for the competitor to train or compete in a high-speed type concealment loud-out, thus a concealment garment is mandatory. This division is more limited where more restrictions to gear apply and are listed as follows: (Figure 2)

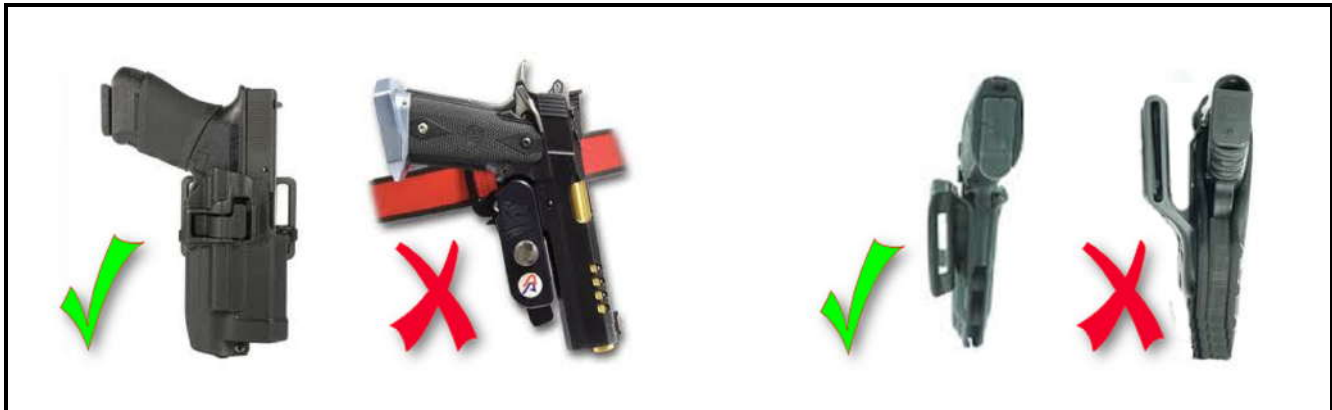
- Belt Kit – due to the nature of concealment belt kits will be fitted with a practical set-up of two primary magazine carriers, two secondary magazine carriers, and a concealment type belt holster. Belt must be worn through the pant loops and be of no more than 1 ¾" in width.

Figure 2



- Holster – must be designed for concealment carry such as typical kydex type IWB/OWB holsters, pancake or pouch styles. However the following criteria must be met:
 - Must be designed for concealed carry
 - Must fully cover the trigger of the pistol, including the entire pistol from the muzzle to the breach area (Figure 3.1)
 - Must be worn so that no more than 15° of muzzle rear tilt (FBI cant) if an adjustable tilt holster

- Must have enough tension to not allow the pistol to fall out under normal use
- Can not have any offset attachments to offset the pistol or mounted in such a way that the holster sits off the body for quick access. The idea here is concealment thus you should see no light or space between the body and where the holster is attached to the belt (Figure 3.2)

Figure 3.1**Figure 3.2**

- Magazine Pouches – must be designed for concealment carry such as typical kydex type and the following restrictions are listed: (Figure 4)
 - Hold the magazine with enough tension as to not allow the magazine to fall freely if turned upside down. And positioned on the belt with no more than 10° of vertical.
 - Cover completely at least 2" of the magazine from the top of the magazine down when carried in a normal inverted position, with no open sides.

Figure 4

- Gear Placement – due to the purpose of concealment all equipment must be placed on the belt so that it is not visible with the competitor standing with a concealment garment open and arms placed normally at the side.
- Holster Placement – holster must be positioned on the shooters dominant side and no more than ¼ to the front or rear of the shooter. Thus, shoulder holsters, cross draw, or rear of back placement is not authorized.

Miscellaneous Gear – the following lists the approved miscellaneous gear for all divisions:

- Knee & Elbow Pads – hard shell type knee & elbow pads are authorized for high-profile divisions. However only soft type knee & elbow pads worn and concealed under clothing is authorized for low-profile divisions.
- Foot Ware – all type of foot ware is authorized except for sport cleated type shoes.
- Ballistic Helmets – authorized for high-profile use only
- Garments – military or police type pattern camouflage or uniforms are authorized for police or military members provided they are competing in their full & complete issued gear.
- Concealment Garments – any garment type that can conceal the belt kit is authorized as long as no gear is visible with the garment open and with the competitor's arms at their sides parallel to the ground.
- Moral Patches – CTCA understands that many competitors would like to wear moral type patches on their gear. Thus this is authorized for high-profile and meets the following restrictions:
 - Displays blood type (i.e. A POS)
 - Displays no known allergies (NKA)
 - Does not display any racial or derogatory comment that would offend a competitor or create a negative atmosphere at a match.

Ultimately the MD has the discretion to make any decisions in regards to this annex as long as it follows the nature of this annex and is reasonable.

APPENDIX B

As per real life tactics and practical use the following are the two approved reloads for CTCA:

Speed Reload (out of batter/slide lock reload) – the act of reloading the firearm after it has completely expended all ammunition from the source, thus causing the action or slide to lock to the rear, and is completed as follows:

- Dropping the empty magazine from the firearm
- Drawing and inserting a new magazine into the firearm
- Releasing the action by racking the slide or using the slide lock button

Note: Since the ammunition source is empty this is the only reload that authorizes the competitor to drop an EMPTY magazine on the ground.

Tactical Reload (in battery reload) – the act of tactically topping up the ammunition source by retrieving a fully loaded magazine and inserting into the firearm while retaining the partially full magazine after ammunition was used. Normally done when the shooter has time and opportunity such as a lull in a gunfight and if available behind cover, and is completed as follows:

- Removing the partially used magazine from the firearm and retaining that magazine on the person
- Drawing and inserting a new magazine into the firearm

Note: Some tactics & training allow the operator to draw a new magazine and while holding the new magazine releasing the partial magazine and inserting the new one, then stowing the partial magazine back on the person. This technique is authorized if the competitor feels competent in this task.

All magazine loads must be done behind cover if the CoF allows this. All magazine loads start once the competitor initiates the reload by releasing the magazine, and ends once the magazine is fully seated into the firearm.

APPENDIX C

The following annex describes the use of cover for CTCA.

Cover is defined as any hard surface that offers the competitor cover and/or concealment. As per real life training cover is to be used by the competitor having at least 50% of their upper body behind cover. This applies to both standing and kneeling cover. The only exception to this rule is if the competitor is using cover for a prone type position, however their body must be completely lying on the ground.

When using cover the shooter must engage targets in tactical priority as they are identified while using cover. Meaning the competitor should be slicing the pie and engaging targets as they are presented. If this is done then the competitor is using the cover tactically and correctly.

Although CTCA does not authorize the use of foot fault lines, however the competitor and RO must be cognizant of the cover thus the competitor's foot and lower body must remain behind cover. If at anytime the RO identifies a cover usage issue, they will call out "Cover" as a warning signal for the competitor to correct him or her self. If repeated calls are made and the competitor has failed to correct him/her self then the RO has the discretion to give a procedural error. (Figure 1)

All reloads will be done behind cover allowing the competitor to only keep eyes on the targets thus 90% of the body must be concealed behind cover. All magazine loads start once the competitor initiates the reload by releasing the magazine, and ends once the magazine is fully seated into the firearm. Only at this point can the competitor move from behind cover.

Figure 1



APPENDIX D

The most suitable scoring system for CTCA is the "Vickers Count" most commonly used for IDPA. This scoring system is designed to reward accuracy over pure speed.

Vickers Count

*Vickers Count converts everything to a time score and the fastest time wins. The main things to remember when scoring Vickers Count are that everything is based on time and that you are working with the POINTS DOWN (PD) from the possible, NOT the points scored on the target. Always award any question on scoring to the contestant. If you have to look at the target very closely to determine if a shot has broken a higher scoring line, you will automatically award the higher value to the contestant. At NO time will ROs use scoring plugs or overlays. When in doubt of a scoring call, always award the higher value to the shooter. This also applies to doubles. This does not automatically mean that every miss is a double. Additionally, a tear is not used to give a shooter a better score. If you can tell the actual area of the bullet hole and it does not reach the next highest scoring ring, the shooter gets the lower score even if the tear reaches the next highest scoring ring.

(For use when shooting speed shoots & scenarios)

Vickers Count scoring is based on assessing the shooter a "Time" penalty for every point the shooter drops from the total "Possible" point score (points down). To score Vickers Count, simply take the time it took to complete the string of fire (raw time) and ADD one-half (.50) of a second for each point down. Add any applicable penalties and total to get the Final Score. In Vickers Count scoring, as many shots as desired may be fired, but only the best hits as specified by the course description will be scored. For Example: If two (2) hits per target are specified in the course description and three (3) shots are fired, ONLY the two (2) highest scoring hits will count for score. In certain course designs, the course description may specify that a certain number of shots may be required on specific areas of the target, i.e. two (2) shots to the body and one (1) shot to the head. Shots that are specified for the body, but where the shooter actually shoots the head are to be counted as -0. However, shots that are specified for the head that are shot below the neckline are to be counted as misses (-5 for each miss). The rationale is that the head box is a smaller target than the body and therefore is a more difficult target. Shooting all shots to the head to circumvent sight alignment transition may be considered a procedural and incur the penalty. CoF designers and MDs should be aware of this possibility and decide beforehand how to handle it. Some course designers will specify headshots in order to simulate the threat target as wearing body armor.

Easy way to score Vickers Count:

- Write down the raw time from the timer.
- Count the total number of misses.
- Multiply the number of misses by five (5) points down.
- Add the number of points down for the remaining shots to the number of misses.

* Adopted from IDPA. As per the IDPA rulebook 2005

- Write down the total points down and multiply by half (.5) second.
- Write down applicable penalties, for instance; add three (3) seconds for any procedural penalty.
- Add the raw time to the converted points down and applicable penalties for a final score.
- In this way, everything has been converted to time so that the lowest (fastest) time wins.

Limited Vickers Count

(For use when shooting standard exercises or when targets will be engaged multiple times before scoring)

*Same as Vickers Count described above EXCEPT the number of shots you can fire on any string is limited to the number specified in the course description. Any extra shots will incur a procedural penalty of three (3) seconds per string and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited Vickers scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited Vickers should ONLY be used to score Standard Exercises courses and is not suitable for Scenario stages.

Did Not Finish (DNF)

If a contestant cannot finish a stage due to a broken firearm, his score will be determined by whichever of the following methods will result in the best score:

- All required shots that were not fired will be scored for points down and failure to neutralize; this time penalty will be added to their total time up to the point where the firearm broke.
- The minimum number of shots required for the stage will be multiplied by three (3) seconds for a stage score.

A competitor that chooses not to shoot a stage will be given no score and a DNF for the entire match.

Hard Cover / Soft Cover

Any shot that puts a full diameter hole in "hard" cover and continues on to penetrate the target will be considered to have missed the target (whether the target is a threat or a non-threat). There is no penalty for hitting "hard" cover other than the miss.

Threat / Non-Threat Targets

On a shoot through of a non-threat target that also strikes a threat target, the contestant will get the penalty for the non-threat target hit AND will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat behind it. Hence the rule of thumb: all shoot throughs count (except on hard cover).

* Adopted from IDPA. As per the IDPA rulebook 2005

APPENDIX E

A CTCA club is a group of associate members who meet to put on matches or practices as per the rules of this rulebook. It is important for affiliated clubs and members to be diligent when putting on matches that they follow the rules of this book, as it will keep all matches consistent should members compete at other matches across the country.

CTCA tries to keep the costs of the association to a minimum, as there are only annual fees in order to keep the association running and in order to pay for materials used to keep records of affiliated clubs and members. Affiliated clubs may have entrance fee for matches in order to pay for match materials, however that is at the discretion of the club president.

CTCA promotes a positive competitive atmosphere thus it is highly recommended that affiliated clubs reward winning prizes by certificates, rather than cash prize or gifts. (Certificate templates available on the website).

The CTCA organization is identified as follows:

Head Quarters (HQ) – maintains all records of members and clubs. Hosts annual meetings to update rules and policies within the organization. All decisions are based on what is in the best interest of the club and its members.

Area Coordinator (AC) – a members assigned by HQ to assist clubs within his/her area of responsibility. Goal of the AC is to ensure all clubs meet the standards as defined in this rulebook.

Affiliated Club – an aggregate of members who put on matches as outlined in this rulebook.

Match Director (MD) – an appointed CTCA RO who holds the responsibility to ensure the match is a success. The MD holds the final say in regards to all match issues, and his/her decision is final.

Range Officer Instructor (ROI) – an appointed member who holds the responsibility to appoint ROs.

Range Officer (RO) – an appointed member who runs a CoF during a match. The main two responsibilities of the RO are to ensure safety and CTCA standards are adhered to at all times.

Shooter – a member is anyone who can legally possess firearms and is willing to follow the standards as outlined in this rulebook.

Sanctioned Matches

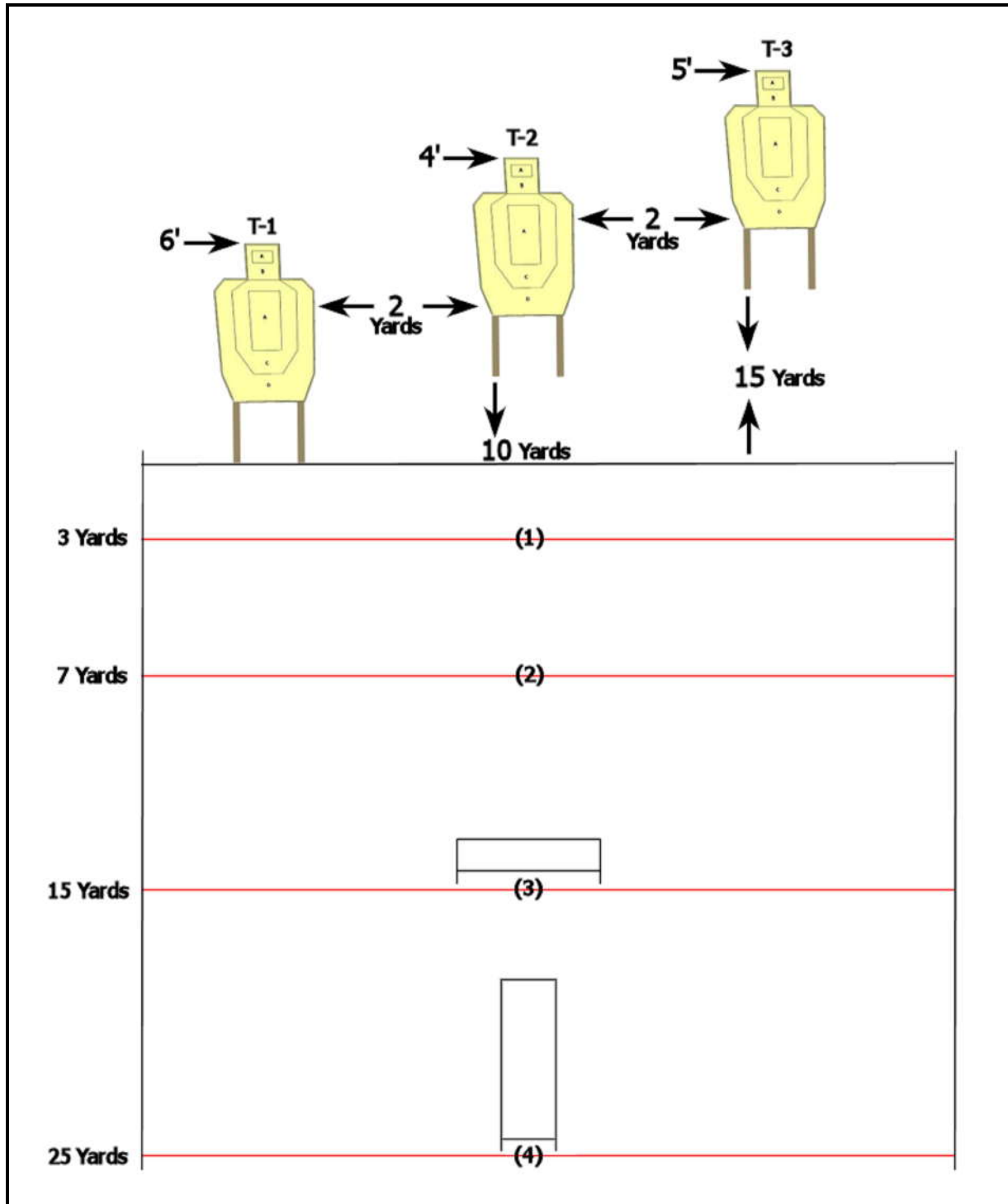
Clubs may host regional matches sanctioned by CTCA. Only one regional sanctioned match per year is authorized by CTCA and HQ must approve all CoFs.

Competitors must be CTCA members and categorized by classification & division.

APPENDIX F

Classifier

The classifier is designed to categorize competitors into different skill levels. These skill levels are divided based off a balance of speed and accuracy. The classifier is to be shot as one continuous 58 round CoF divided up into 9 strings of fire. If a competitor chooses to re-shoot due to a firearm problem or mental error, the entire classifier will be re-shot. No individual strings of fire are permitted.



| STRING | POSITION | DETAILS | ROUNDS |
|--------|----------|---|-------------|
| 1 | 1 | Engage T1 – T3 with a 5 round magazine, perform a speed reload, then engage T3 – T1. (Note: T3 will only have 2 total rounds, while T1- T2 will have 4 total rounds each) | 10pr |
| 2 | 1 | Engage T1 with 2 rounds primary to center mass, transition to secondary and engage 2 rounds to the head. (Note: safety on the primary must be utilized) | 2pr – 2 sec |
| 3 | 1 | Engage T2 with 2 rounds primary to center mass, transition to secondary and engage 2 rounds to the head. (Note: safety on the primary must be utilized) | 2pr – 2 sec |
| 4 | 1 | Engage T3 with 2 rounds primary to center mass, transition to secondary and engage 2 rounds to the head. (Note: safety on the primary must be utilized) | 2pr – 2 sec |
| 5 | 3 | Engage T1 – T3 with primary, while on the move. (Note: Must be performed before competitor reaches position # 2) | 6pr |
| 6 | 2 | Engage T1 – T3 with primary, while on the move in reverse. (Note: Must be performed before competitor reaches position # 3) | 6pr |
| 7 | 4 | Bianchi style barricade - while standing, engage T3 with grip hand, engage safety, then switch to support hand and engage T1. (Vice versa for left-hand shooters) | 4pr |
| 8 | 4 | Bianchi style barricade – while standing grip side, engage T1 and T3 in tactical priority, perform a tactical reload, move to position 3, while kneeling engage T1 - T3. (Note: do not engage T2 at position # 4) | 10pr |
| 9 | 4 | Bianchi style barricade – while standing support side, engage T1 and T3, perform a tactical reload, then move to position 3, while urban prone, engage T1 – T3. (Note: do not engage T2 at position # 4) | 10pr |

Classifications

| Division | Novice | Operator | Master |
|----------------------------------|-------------|-------------|-------------|
| HP – Assaulter/Sportsman - Major | TBD | TBD | TBD |
| LP – Assaulter/Sportsman - Major | XXXX - XXXX | XXXX - XXXX | XXXX - XXXX |
| HP – Assaulter/Sportsman – Minor | XXXX - XXXX | XXXX - XXXX | XXXX - XXXX |
| LP – Assaulter/Sportsman - Minor | XXXX - XXXX | XXXX - XXXX | XXXX - XXXX |
| HP - Breacher | XXXX - XXXX | XXXX - XXXX | XXXX - XXXX |
| LP - Breacher | XXXX - XXXX | XXXX - XXXX | XXXX - XXXX |

APPENDIX G

At this time IDPA targets will be used. Should CTCA be successful and able to stand as fully efficient and independent shooting sport, official CTCA targets will be designed and available.

IDPA targets can be purchased at:

[Click 1 Sports](#)

In addition members should be aware of practice IDPA targets that are cheaper and can easily be substituted for targets depending on the resources available to the club.

Mfr. [The National Target Company](#)

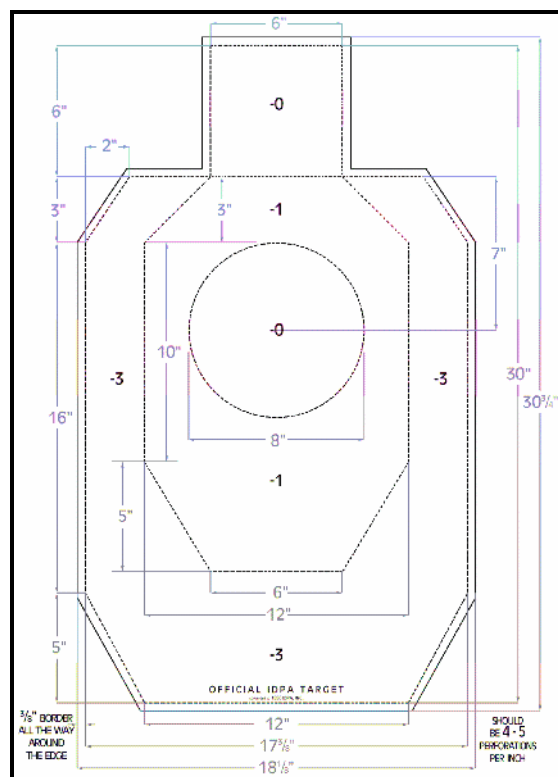
[IDPA Practice Target](#)

Threat / Non-Threat Target Designation

Non-threat targets MUST be designated by the painting of an open hand or hands on the target or, in the case of a target with a shirt on it, clipping a cutout of an open hand or hands.

The painting of a gun or clipping the cutout of a gun on the target may designate threat targets. This target designation is not mandatory, but is highly recommended. In no case should a gun and an open hand be positioned on the same target.

Targets should be clearly designated as threat or non-threat.



APPENDIX H

Glossary – the following approved terms for CTCA are defined as follows:

Affiliated Club – an aggregate of members who put on matches as outlined in this rulebook.

Area Coordinator (AC) – a members assigned by HQ to assist clubs within his/her area of responsibility. Goal of the AC is to ensure all clubs meet the standards as defined in this rulebook.

Concealment – using a garment (vest, jacket etc) to conceal the belt kit so that no gear, pistol mags, or holster is showing with the jacket open with the competitor's arms at their sides.

CoF – Course of Fire

Cover – any surface that offers cover and/or concealment. The competitor must have at least 50% of their upper body behind cover. See annex C

Chronograph – an instrument used to measure the velocity of projectiles and used for determining power factors by multiplying the bullet velocity by bullet weight.

Elongated Bullet Hole – an oval type shape caused by the bullet when fired at extreme angles or by ricochets. Any elongated bullet hole that is more than 2 bullet diameters in length will be counted as a miss.

Grease Ring – the lead ring pattern left by a bullet on paper or cardboard. Used to accurately measure whether or not a bullet is touching a scoring line.

Hot Range – firearms are loaded at all times and loaded or unloaded by the discretion of the competitor. In CTCA only the secondary firearm may be loaded for Hot Range, however only at the clubs discretion and not during sanctioned matches.

Head Quarters (HQ) – maintains all records of members and clubs. Hosts annual meetings to update rules and policies within the organization. All decisions are based on what is in the best interest of the club and its members.

Loaded Firearm – any firearm with any type of ammunition source fed into the firearm.

Match – a competition comprised of courses of fire that follows guidelines by any shooting sport.

Match Director (MD) – an appointed CTCA RO who holds the responsibility to ensure the match is a success. The MD holds the final say in regards to all match issues, and his/her decision is final.

Muzzle Safe Point – a reference point where it is safe to aim the muzzle of a firearm. CTCA CoF's may have up to 180° depending on the range facility. Thus the muzzle safe point is referenced to the shooters target in front and will not exceed 90° from that point.

Primary Firearm – the competitor's main firearm normally a carbine for CTCA

Radial Tear – a tear in the target paper or cardboard cause from the bullet. These are not used for scoring as only the grease mark shows the true diameter of the bullet.

Range commands :

“Range is hot ” – a command given by the RO to alert the entire range that the range is about to be in use thus, the requirement for eyes and hearing protection is required.

“Load & make ready ” – a command given by the RO to instruct the competitor to load and make ready their firearms. Secondary will be loaded, holstered, then the primary will be loaded.

“Are you ready?” – a command given by the RO to verify that the competitor is ready. Normally given once the competitor places his/her hands in the starting position or at sides.

“Standby” – a command given by the RO to alert the competitor that the start signal is about to commence. From this point on the competitor must remain absolutely still not moving his/her hands or a procedural penalty may occur.

“Finger” – a warning call from the RO to alert the competitor that his/her finger is on or near the trigger when not engaged with a target.

“Muzzle” – a warning call from the RO to alert the competitor that his/her muzzle may be or is about to pointed in an unsafe direction.

“Cover” – a warning call from the RO to alert the competitor that he/she is not using cover efficiently. Most commonly their feet or legs are not completely behind cover.

“Safety” – a warning call from the RO that the competitor has not engaged the safety mechanism on their primary firearm before moving or when not engaged with a target.

“Seize fire!” – a command given by the RO that a potential hazard may or has occurred, thus the competitor is to seize fire immediately and wait for further instructions by the RO.

“Unload & show clear” – a command given by the RO to instruct the competitor to unload and standby for inspection while the RO ensures the firearms is safe. The competitor when instructed to do so, will clear the primary then secondary last.

“Make’m safe and let them hang” – a command given by the RO to instruct the competitor that his primary firearm has been cleared, thus to leave the action open (if applicable) and allow the primary to hang by the sling. The competitor will now avoid putting his/her hands on the receiver area until the primary is back in use or stored in the case.

“Hammer down & holster” – a command given by the RO to instruct the competitor that his secondary firearm has been cleared, thus the release the action by pulling the trigger (this ensure there is no round in the chamber, as forward assist does not engage the firing pin) and to holster his secondary.

"Range is safe" – a command given by the RO to alert the entire range that the range is no not in use thus eyes and hearing protection can be removed, and the firing line is safe to cross.

Range Officer (RO) – an appointed member who runs a CoF during a match. The main two responsibilities of the RO are to ensure safety and CTCA standards are adhered to at all times.

Range Officer Instructor (ROI) – an appointed member who holds the responsibility to appoint ROs.

Reload – an act of recharging the firearm with an ammunition source.

Safe Area – an area designated at a match where the competitor can handle UNLOADED firearms for storage, maintenance, inspection etc.

Sanction Match – a match approved by a shooting sport.

Scenario stage – a course of fire set up to have the competitor negotiate a realistic scenario.

Secondary Firearm – the competitor's backup firearm (pistol) and is rarely used in stages for secondary firearm transition practices, and can only be used if the CoF calls for it at a certain time.

Sight Picture – an act of drawing your pistol and observing the sights in relation to the target for practice. This is not authorized in CTCA and may incur a procedural penalty.

Speed Reload – an act of tactically topping up the firearm by inserting a fresh magazine and retaining the partially used magazine for later. Must be done behind cover if available.

Standard Exercise – stages designed to test skills used in CTCA or other shooting sports.

Support Hand – the competitor's non-dominant hand.

Tactical Priority – engaging targets in priority as they are presented, normally nearest to farthest.

Tactical Sequence – a sequence for engaging targets that are all in equal distance and priority. A theory based on hitting each target once, then back to where you started. (I.E. if three targets, shot in this sequence 1,1,2,1,1)

Weapon Hand – the competitor's dominant hand.

References

1. BlackWater Training Center – “High Risk Protection & Advanced Weapons ” (May 2004)
2. International Defensive Pistol Association – “IDPA rulebook 2005” (April 15 2005)