

The International Tactical Rifleman's Championship

General Information and I.T.R.C. Rules

The primary goal of this event is to provide a safe proving ground for modern riflemen and their equipment. Lessons learned from this practical exercise will provide information and knowledge from which we can advance our field proficiency and gain confidence in our abilities. The courses of fire and scoring methods are designed to demonstrate the importance of data development to attain accurate first shot placement.

Two man teams will work together to solve course problems. Each team will travel the course with one or more Range Officers that will record scores and enforce the match rules. Teams will generally equip themselves with a precision rifle, pistols and a carbine. The team will select firearms correct for each course of fire. Great latitude is allowed for equipment selection, although the same equipment must be used throughout the match. Shooters will encounter targets from 0-50 yards (pistol), 0-500 yards (carbine) and 0-1000 yards (precision rifle) on the courses (bonus targets may be farther). Most carbine shooting will be 0–300 yards and most rifle shooting will be 0–600 yards and most pistol is close range. The ITRC match is well suited for one precision bolt gun and one semi auto carbine. Two separate carbines can be used: a fast action carbine and a precision carbine.

Caliber requirements for rifle/carbine are .338 Lapua or less in center fire configuration. Any field practical sights are allowed. Any field practical support devices and range estimating devices are permitted. Service pistols must be 9mm caliber or larger, field durable, and carried in a safe, secure field practical holster. Pistol magazines beyond +2 cartridge base pads are not allowed. Optical pistol sights are permitted, provided the pistol can be securely retained in a holster and the competitor understands there are no alibis for breakage.

MINIMUM RECOMMENDED CARTRIDGE ALLOTMENT PER TEAM

Precision Rifle 300 rounds Carbine 800 rounds Pistol 800 rounds

IMPORTANT NOTE:

No tracer, armor piercing, or steel core bullets are allowed. All pistol ammo must be lead free frangible ammo. (Close range shoot house shooting involved.) If you want to buy ammo (9mm, 40cal, 45acp frangible), or ship ammo or guns, contact the Gunsite Pro shop at 928.636.4565.

FIELD COURSES

Each team will shoot each course of fire at a designated time and following a designated trail. The team arrives at a shooting station, makes ready, and engages pistol targets impacting each with at least two hits. Pistol targets are white steel at 0-50 yards, and should be engaged from close to far, by one or both shooters, **one shooter at a time**, to allow the Range Officer (R.O.) an opportunity to determine hits. All targets must be fired on. Pistol targets require two hits each for a reward of 10 points per hit, with a 20-point maximum per pistol target. There will be no penalty for missed shots fired on the pistol target(s).

After all pistol targets are engaged, **pistols must be cleared**, shown clear to the attending R.O., and dry fired and holstered. Next, one shooter may engage the medium range (0-500 yards) carbine targets from close to far. Team must identify the target to be shot to the R.O. before firing. The medium-range targets will be painted red, and must be fired upon at least twice. After two successful hits, an award of 20 points (20 positive points maximum allowed per target) will be scored. An unlimited number of shots are allowed at a 20-point deduction per missed carbine target on field courses.

After the red targets are engaged (at least two shots fired at each), the weapon is cleared and shown clear to the R.O. and dry fired, then the engagement of the long-range blue targets may commence by the other shooter. One team shooter must identify the target to be engaged to the R.O. prior to firing. Multiple long-range targets will be encountered. Care should be taken not to engage targets of an adjacent station, as all shots will be recorded as misses. Long-range targets will require a minimum of 2 shots each with an award of 40 points for a hit, with only two hits scoring positive points. Misses are a 20-point deduction, with an unlimited number of shots allowed. When both team members are done shooting the station, rifles are cleared and shown clear to the R.O. With the hammer snapped down, travel to the next station may begin. Both shooters must remain at the same station until all weapons are shown clear to the R.O. All weapons must be carried with an empty chamber and the hammer down. Loaded magazines can be inserted AFTER THE BOLT IS CLOSED AND HAMMER IS DOWN. Shooters cannot load integral magazines on the move. Detachable mags can be loaded on the move. Shooters must travel together to the next shooting station.

At the course staging area each team will be advised of the maximum allowed time for that course of fire. When time has expired, the R.O. will command a cease-fire, whereby all weapons are cleared and shown clear to the Range Officer. All firearms will be dry fired in a safe direction to assure chambers are empty. Shooters will be escorted back to the staging area at that time. Teams that are able to quickly resolve all station targets will be more likely to finish within the allotted time. Teams completing the course of fire before the allotted time will receive 1 point per minute added to their total course points, for every full unused minute.

GULLY COURSES

The team arrives at the course area, receives R.O. instructions, only one shooter loads and makes ready. On the GO command, the team will traverse the course with one shooter engaging targets as identified. The targets on this course are partially concealed. Safe gun handling, safe shooter positioning, and team communication will be critical. The R.O. must be aware of the intended target to award the proper credit for hits. The Pistol targets (white in color) must be engaged by the designated pistol shooter. Only one shooter may shoot at a time. Pistol targets may only be engaged with a pistol. All targets on this course of fire require two hits to be considered successfully engaged and receive an award of two points. Targets only impacted once receive one point. Be sure not to outrun your R.O. He has to be present to record hits. If an R.O. is delayed, your time will be credited. No penalty is assessed for misses. For safety reasons, targets that are passed beyond 180 degrees of either shooter are **not** to be fired on. Passed targets fired upon will be considered a safety violation and may (at the discretion of the R.O.) warrant disqualification.

TEAM VS. TEAM

This event will involve teams shooting at targets at ranges between 0 and 500 yards. Team vs. Team competition will be worth 100-points for 1st place, 90-points for second place, with point awards down to the 10th place at +10 points. Unloaded weapons will be **promptly** placed at the firing line pointed down range. Sighting will not be permitted during weapon placement. Loose ammo will be put in a designated container at each shooting station. At the GO command teams will move to the firing line, load the carbine (only), and successfully engage carbine targets. Targets must be engaged from "close" to "far". After all carbine targets are successfully engaged, the precision shooter may load and begin engaging his/her designated long-range targets. Successful hits on out of order or incorrect targets will not be declared as hits. The first team to successfully engage all assigned targets will cause a cease-fire, and that team will advance to the next round. If neither team successfully completes the course of fire within the allotted time (2 ½ minutes), both teams are eliminated from advancing, unless it is the final shoot-off for 1st and 2nd place. Team members may spot, load magazines, and assist each other while keeping their bodies (primarily) within their shooting station. Out of sequence target engagement or premature engagement of the stop plate will cause a Did Not Finish, and elimination from advancement. Only ammo that is brought to the firing line by either team member may be used during this event. Awarded points will be added to the overall team score. Both shooters are required to engage targets (participate).

SURPRISE EVENTS

The Match Director may choose to add additional competitive events during the match. Any additional points awarded will be added to the primary match results. Extra activities may include: expanded live fire shoot house, Tower shoot, Shooting from moving vehicle, Live fire bus clearing, and nighttime team event.

ADDITIONAL INFORMATION

Safe, sportsmanlike conduct is required at all times during the events related to the ITRC. Unsafe, argumentative, or disruptive behavior are grounds for disqualification. You are expected to be promptly ready for your turn at fire. Delaying events will cause you to lose your opportunity to fire and may result in disqualification.

No allowances will be made for equipment breakage or failure. All gear must be field durable to be practical and reliable. Safety violations, dropped weapons, accidental discharges, and unsportsmanlike conduct may result in disqualification and/or ejection from the event and a non-refunded entry fee.

Thank you for your cooperation in making The International Tactical Rifleman's Championship the premiere tactical event. Your commitment to safety and your demonstration of true sportsmanlike behavior are what make this event successful and enjoyable for all.

We value your suggestions and comments on how to improve the events. Please take a few minutes to send us a letter of your likes, dislikes and ideas for the future.

Rules

- 1) During field courses all shooters will travel along a specified shooting trail. Short cutting the trail is grounds for disqualification. Each two-man team must travel together and shoot in close proximity of each other, one shooter at a time, with safety being of utmost concern.
- 2) On field courses, competitors will be started at designated intervals that may vary from course to course. All competitors will be given the same amount of time on the same course of fire. During the allotted time, the competitors will be awarded points and be debited points depending on proper target engagement and target hits and misses.
- 3) Should a team be overtaken, the overtaken team will immediately unload all firearms and return to the staging area following a safe route that is designated by the attending Range Officer. The overtaken team will retain the course score that was recorded until the time they were overtaken. It is highly unlikely that a team will be overtaken because of generous time intervals and shortened course design. Overtaking another team is only allowed after proper engagement of the course of fire.
- 4) All firearms carried in the field courses will be carried with an empty chamber and the hammer down. This includes shoulder arms and handguns. After firing is complete at a designated station, chambers shall be cleared and shown clear to the attending R.O. before proceeding to the next station. Violation may result in disqualification. Some designated courses are considered one continuous course of fire, and weapons need not be cleared during the course of fire (consult R.O.)
- 5) Handguns used or to be used in the Short-Range course must be carried (unloaded) while each competitor is engaged in the rifle courses, in the same holster. Both team members must carry a service pistol. A minimum of 25 rounds of the proper pistol ammunition must be carried as well. No pistol should be carried for the shoot off for safety reasons.
- 6) Eye and ear protection is mandatory during all firing for competitors and spectators. Safe equipment and ammunition is required. Ammunition that seats the bullet into the lands of the barrel, and requires firing to avoid separation of the bullet and the case (dumping powder in the action) should not be used because it is not field practical. Firing a chambered round to resolve this situation will result in a 20-point deduction, and may result in a DQ if done inappropriately. **BE SURE YOU ARE FIELDING SAFE EQUIPMENT.** Any equipment creating a safety concern, such as (but not limited to) malfunctions, accidental discharges, spent case malformation and too light or doubling trigger mechanisms, may result in a team disqualification from a course of fire, or from the entire match, or penalty points being assessed.
- 7) In team events, any disqualification of a single team member will also disqualify the other team member. The attending R.O. will determine if the disqualification warrants elimination from the course of fire, or the entire match.
- 8) Competitors must engage all targets, firing at least twice regardless of whether or not the shooter feels the shot to be realistic for his equipment and/or skill level. The shooter may shoot multiple times at any one target, remembering that some misses incur a deduction of points from their score. Only the specified number of points can be awarded for each target successfully engaged. On target successful hits can not add points beyond the specified number of points.
- 9) On the long-range rifle targets in field courses, a single hit will be awarded 40 points. Two shots per long-range target are required to satisfy the "engagement" rule. Each long-range miss will result in a 20-point deduction. Did Not Engage will result in a 40-point deduction. The moderate-range targets (carbine) on each station will be painted red, and will require two shots from the mid-range shooter. After two successful hits on each carbine target, there will be a 20-point award. Missing carbine targets on field course result in a 20-point deduction per miss. Did Not Engage will result in a 40-point deduction. Any pistol target that may be present on the Long Range Rifle Field course will be painted white and be within 50 yards of the shooting station. After two successful hits on each pistol target, there will be a 20-point award. Misses on pistol targets will not incur a deduction unless the targets are not engaged. Did Not Engage will result in a 40-point deduction for each target.

- 10) Teams that complete a field course before the allotted time has lapsed will receive one bonus point for every full minute remaining in the allotted time. Teams must begin and finish together. If one team member quits the course, the other may not continue. In the event of a team quitting, the team will retain the score at the time of discontinuation minus the indicated points for Did Not Engage, calculated for the remaining targets on the course.
- 11) It is the shooters' responsibility to advise the R.O. as to which target is being engaged, prior to the shot. **Only one shooter may shoot at a time. Miscommunication between the shooter and the R.O. may result in loss of points due to an unobserved hit by the R.O.** Targets should be engaged from close proximity to far, such as Pistol, (if present) Moderate-Range and Long-Range.
- 12) There will be no allowances for equipment malfunction or failure. In the event of an unsafe or absolute gun failure, and after approval of the R.O., the other shooter may assume target engagement for both shooters. Only pistols are to be used to engage pistol targets. The failed gun (if field repaired) can not resume firing until the next station once the other team member has begun shooting. Shooters unable to complete a course of fire will retain the score at the time of discontinuation minus the indicated points for Did Not Engage, calculated for the remaining targets on the course.
- 13) All necessary equipment/gear, food, water, and health maintenance supplies are the responsibility of each shooter. Professional healthcare services are distant from the event locations. Participants and observers that are not in good health and physical condition should not participate or attend the event.
- 14) At the Match Director's discretion, there may be a free style man vs. man or team vs. team shoot off or other re-shoot opportunities to resolve any tie scores or to resolve any situations that (in the opinion of the Match Director) will equalize opportunities for any given competitor.
- 15) General match prizes will be awarded based on the published match results placement. The overall first place score will get first choice from the prize table (one prize each). Winners must be present to claim awards unless prior arrangement has been made with the match director.
- 16) All firearm prizes will be labeled with the winner's name and shipped to the winner's home state, to a current FFL holder. No firearms awarded will be released at the awards ceremony to non-FFL holders. Prizes not acquired within 30 days revert back to D&L Sports, Inc.
- 17) A 9mm caliber or larger pistol is required to qualify as a service handgun. In order to extend the service life of our steel targets, armor piercing, steel core, or any steel destructive bullets will not be allowed. **All pistol ammo must be frangible.** Any rifle cartridge larger than a .338 Lapua must receive prior approval by the match director.
- 18) Safe conduct and sportsman's courtesy are required for participation as a competitor or a spectator. Any breach of this requirement can result in disqualification and ejection from the match and/or training, or ejection from the event area. Disqualification, ejection, or failure to complete the match will cause elimination from the event. No refunds or credits will be given for eliminated individuals or teams.
- 19) Please remember that the R.O.'s are volunteers. They are present for your safety and the safety of observers, local residents and others personal property. R.O.'s will strive to be fair and as observant as possible. R.O.'s have authorization to disqualify shooters and eject observers for unsportsmanlike behavior as well as safety violations. Hits and misses are determined by the attending R.O. only. Competitors should be courteous and respectful while interacting with R.O.'s. Any grievances should be brought to the attention of the Match Director. Argumentative behavior toward the R.O.'s will not be tolerated.
- 20) All competitors must use the same firearms throughout the match, unless mechanical failure has rendered a weapon unsafe or unusable and the Match Director has approved the change. Throughout the courses there should be approximately equal participation from both shooters with target engagement.

- 21) Any tampering with another competitor's firearm or ammunition will result in ejection and dismissal from the event.
- 22) All competitors should understand and abide by all gun safety rules including the basic safety rules:
1. All firearms are to be considered loaded at all times.
 2. Never point the gun at a target that you do not intend to destroy (muzzle control).
 3. Never place your finger on the trigger until your sights are on the target.
 4. Be aware of your target and what is beyond.

Some stages will require placing the weapon in a stationary gun rack. You must position your rifle muzzle down in these racks. At this event, the only approved method of weapon handling is with the muzzle pointed in a safe direction. DO NOT cover anyone with the line of the muzzle, regardless of what condition the action is in. Shooters wishing to clean or perform maintenance on any weapon in between courses of fire must seek the approval of an attending R.O. The R.O. will designate the location for the handling of the weapon and indicate the direction that the muzzle must be pointed at all times during handling.

These rules are enforced for your safety, as well as the safety of others attending the event. Please have a clear understanding of firearm safety, the match rules and common range commands before attending the event. Any questions should be directed at the Match Director or his designee prior to match. Eye and ear protection is mandatory for all in attendance.

I.T.R.C. SCORING Overview

Long-Range Targets on Field Courses (BLUE)

+40 per hit, -20 per miss, 2 hits scored

Medium-Range Carbine Targets on Field Courses (RED)

+10 per hit, -20 penalty per miss, 2 hits scored

Pistol Targets on Field Courses (WHITE)

+10 per hit, no penalty per miss, 2 hits scored

(inside shoot house: -20 for miss off bullet trap, -20 for no-shoot target hit).

Team vs. Team

(see text)

General penalties:

fail to engage will be -40 per target / misses: -20 each / overtime shots: -20 each

Available Bonus Points

+1 point for each full minute the course is completed under time limit

General Target Colors (unless specified otherwise)

Blue - Long-Range Rifle, Red - Carbine, White - Pistol

Definition:

Fail to engage = passing targets without observing them and/or shooting at them the required minimum number of times. Hitting is not required to satisfy the engagement rule, however no positive points are earned without hitting.