

TACTICAL RESCUE CHALLENGE®

OFFICIAL FIREARMS RULES & SCORING MANUAL

Supplement to the Tactical Rescue Challenge® Official Competition Rules

1. PURPOSE AND APPLICATION

These rules govern firearm handling, live-fire stages, Force-on-Target events when applicable, target engagement, scoring, penalties/procedurals, and range procedures during the Tactical Rescue Challenge®. The written stage briefing and directions of TRC range staff control the specific course of fire. Safety rules apply at all times.

Shooting stages are designed to evaluate a competitor's ability to safely engage targets while balancing speed, accuracy, movement, decision-making, and physical stress. Competitors are expected to safely complete each course of fire while achieving the highest possible performance score.

2. GENERAL FIREARMS SAFETY

- Treat every firearm as loaded and maintain positive control of the firearm at all times.
- The muzzle must remain pointed in a safe direction and within the established 180-degree safety plane.
- The trigger finger must remain visibly indexed outside the trigger guard while moving between shooting positions, reloading, clearing a malfunction, changing positions, or whenever the competitor is not actively engaging a target. The only exception is when actively shooting while moving.
- A competitor may load, unload, draw, shoulder, ground, abandon, or otherwise handle a firearm only as permitted by the stage briefing or under direction of TRC range staff.
- Eye and hearing protection are required for competitors, staff, volunteers, and spectators within designated live-fire areas.
- Any TRC staff member has the authority and responsibility to immediately stop unsafe actions or call out safety violations. Competitors must immediately comply with all safety instructions issued by TRC staff.
- Competitors are responsible for every round fired and must immediately comply with all stop or cease-fire commands.

3. 180-DEGREE RULE AND MUZZLE CONTROL

The 180-degree safety plane is an imaginary boundary extending left, right, and vertically from the competitor's position, generally parallel with the backstop. The muzzle may not break that plane. Stage design, walls, vehicles, obstacles, or unusual shooting positions may create more restrictive muzzle limits, which will be explained in the stage briefing. Breaking the safety plane, sweeping any person, or otherwise allowing the muzzle to enter an unsafe direction may result in immediate disqualification.

4. RANGE COMMANDS

- Make Ready — Prepare the firearm and assume the required start condition.
- Are You Ready? — Final opportunity to indicate that the competitor is not ready.
- Stand By — The start signal will follow.
- Start Signal — The competitor begins the course of fire.
- Stop — Immediately stop firing, maintain a safe muzzle direction, remove the finger from the trigger guard, and await instructions.
- If You Are Finished, Unload and Show Clear — Remove the ammunition source, clear the chamber, and present the firearm for inspection.
- If Clear, Hammer Down / Dry Fire as Directed — Demonstrate that the firearm is clear as instructed.
- Holster or Sling/Secure Firearm — Return the firearm to the directed safe condition.
- Range Is Clear — Personnel may move forward only after this command.

5. COURSE OF FIRE AND STAGE BRIEFINGS

Each stage will have a written or verbal briefing describing the start position, firearm condition, authorized firearm(s), target requirements, required hits, shooting areas, fault lines, movement restrictions, time limits when applicable, and any stage-specific procedures. Competitors must complete the stage as briefed.

Unless otherwise stated, paper targets require two scoring hits and targets may be engaged in any order. A written stage briefing may establish a required sequence, use of cover, mandatory position, required task, or other stage-specific condition. Failure to follow required procedures may result in penalties/procedurals.

6. SHOOTING AREAS, BOXES, AND FAULT LINES

- Shooting boxes, marked areas, walls, cones, tape, or fault lines may define where a competitor may stand or fire.
- When engagement is required from a designated shooting area, the competitor must remain within that area while firing.
- A competitor may touch a boundary line unless the stage briefing states otherwise. Firing while a foot or other point of support is completely beyond the designated boundary may be assessed as a foot-fault or procedural penalty.
- A competitor may not intentionally use ground, structures, props, or positions outside the legal shooting area to gain a shooting advantage.
- Stage staff have final authority in determining whether a shooting-area or fault-line violation occurred.

7. MOVEMENT, RELOADS, AND MALFUNCTIONS

- Movement between shooting positions is permitted when required or allowed by the stage.
- During movement, the muzzle must remain in a safe direction and the trigger finger must remain visibly indexed outside the trigger guard. The only exception is while actively shooting on the move.
- Reloads may be performed while stationary or moving unless the stage briefing requires otherwise.
- Dropped magazines may be left on the ground unless retrieval is specifically required.
- A competitor may safely clear a malfunction during the course of fire. If the firearm cannot be made safe, the competitor must stop, maintain a safe muzzle direction, and request assistance from range staff.

8. TARGET ENGAGEMENT AND SCORING

Paper targets use A, C, and D scoring zones. The A-zone in both the head and body is worth 5 points. The C-zone, including the neck area, is worth 3 points. The D-zone outer area is worth 1 point. A miss or hit outside the scoring area is worth 0 target points and may also receive the applicable miss penalty.

Unless otherwise specified, the two highest-value scoring hits are counted. A target that does not receive the required number of scoring hits may receive miss penalties. Brown-faced targets are scoring targets. White-faced targets represent no-shoot targets, hostages, innocent persons, or other designated penalty targets.

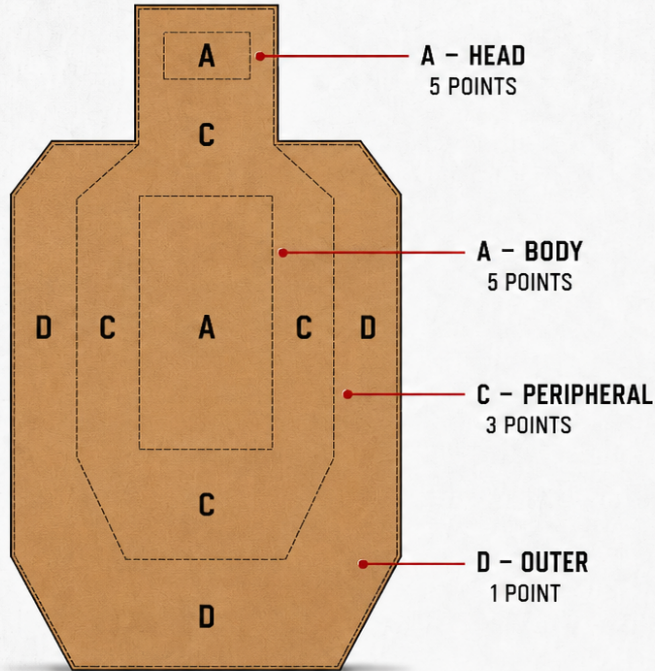
Hard Cover Targets: Certain scoring targets may contain black-painted areas to simulate hardcover or bullet-resistant cover. Any bullet impact striking the black-painted hardcover area receives no scoring value because that portion of the target is considered protected. Only hits outside the black-painted area, within a visible scoring zone, receive points. If a bullet hole breaks the perforation between the hardcover and a scoring zone, the hit is scored in favor of the competitor.

These scoring standards and penalties may also be used during Tactical Rescue Challenge® Force-on-Target events when designated in the stage briefing.

8. TARGET ENGAGEMENT AND SCORING — SCORING GUIDE

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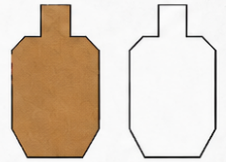
SCORING GUIDE



SCORING ZONE	POINT VALUE
A - HEAD	5 POINTS
A - BODY	5 POINTS
C - PERIPHERAL (INCLUDES NECK)	3 POINTS
D - OUTER	1 POINT
MISS / OUTSIDE	0 POINTS

TARGET COLORS

- ALL SCORING TARGETS ARE **BROWN-FACED**.
- ALL NO-SHOOT, HOSTAGE, AND PENALTY TARGETS ARE **WHITE-FACED**.



PENALTY POINTS

- NO-SHOOT TARGETS: -10 POINTS PER HIT
- HOSTAGE TARGETS: -10 POINTS PER HIT
- FAILURE TO ENGAGE A SCORING TARGET: -10 POINTS PER OCCURRENCE
- PENALTY POINTS ARE ADDED TO YOUR TOTAL SCORE.

Official TRC® scoring guide. This image controls the visual identification of target scoring zones and target colors.

TRC® HARDCOVER TARGET SCORING

CERTAIN SCORING TARGETS MAY CONTAIN BLACK-PAINTED AREAS TO SIMULATE HARDCOVER OR BULLET-RESISTANT COVER. SCORING IS DETERMINED AS FOLLOWS:

SCORES	NO SCORE	SCORES
		
BULLET IMPACT OUTSIDE THE BLACK HARDCOVER AREA, WITHIN A SCORING ZONE = SCORES	BULLET IMPACT IN THE BLACK HARDCOVER AREA = NO SCORE	BULLET BREAKS THE PERFORATION BETWEEN THE HARDCOVER AND SCORING ZONE = SCORES
ONLY HITS OUTSIDE THE BLACK-PAINTED HARDCOVER AREA, WITHIN A VISIBLE SCORING ZONE, RECEIVE POINTS. IF A BULLET HOLE BREAKS THE PERFORATION BETWEEN THE HARDCOVER AND A SCORING ZONE, THE HIT IS SCORED IN FAVOR OF THE COMPETITOR.		

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9. HIT FACTOR SCORING

Live-fire stage results are calculated using Hit Factor scoring. The competitor's total target points, after applicable penalties/procedurals, are divided by the recorded stage time. A higher Hit Factor represents a better combination of speed and accuracy.

$$\text{HIT FACTOR} = (\text{TARGET POINTS} - \text{PENALTIES} / \text{PROCEDURALS}) \div \text{TIME}$$

Scores are recorded electronically and uploaded into PractiScore. Competitors should review their score before leaving the stage when practical. Overall competition standings are determined by the scoring system established for the event and the applicable stage values.

10. PENALTIES / PROCEDURALS

Penalties/procedurals are assessed after target points are calculated and are applied as described below unless a written stage briefing establishes a different assessment.

VIOLATION	ASSESSMENT
Miss	–10 points per miss
Failure to Engage	–10 points per occurrence, plus applicable misses
No-Shoot Target Hit	–10 points per hit
Hostage / Innocent Person Hit	–10 points per hit
Foot Fault / Shooting Area Violation	–10 points per occurrence or as briefed
Procedural Violation	–10 points per occurrence unless otherwise briefed

Misses and Failure to Engage

Each required hit not present on a scoring target is assessed as a miss. For example, a target requiring two hits that receives only one scoring hit is assessed one miss penalty. A target receiving no hits may receive miss penalties for each required hit. A required target that is not engaged may also receive a Failure to Engage assessment as stated in the written stage briefing or scoring guide.

No-Shoots, Hostages, and Innocent Persons

No-shoot targets, hostage targets, innocent persons, and other designated protected targets are penalty targets and shall not be struck. Each hit is assessed at –10 points per hit. A round passing through a scoring target before striking a penalty target may receive both the scoring hit and the applicable penalty.

Procedural Violations

Procedural penalties may be assessed for failing to comply with the written stage briefing or required course procedure. Examples include:

- Failure to use required cover, barriers, or designated shooting positions.
- Shooting from an incorrect or unauthorized position.
- Engaging targets out of a required sequence when a sequence is specified.
- Failure to complete a required task before engaging targets.
- Failure to comply with stage-specific instructions or movement restrictions.
- Using an unauthorized position, prop, structure, or area to gain a competitive advantage.

Penalty: –10 points per occurrence unless otherwise specified in the written stage briefing. Safety violations are handled separately and may result in disqualification.

11. STEEL TARGETS

- Steel targets are worth 5 points per target and must fall or visibly react as designed to receive credit unless the stage briefing establishes a different scoring method.
- Competitors must obey all minimum engagement distances and stage-specific steel restrictions.
- Unsafe engagement of steel may result in a safety penalty or disqualification.

12. STAGE DISQUALIFICATION AND MATCH SAFETY AUTHORITY

Serious safety violations may result in immediate stage or match disqualification. Disqualifying conduct may include, but is not limited to:

- Breaking the 180-degree safety plane or violating a more restrictive muzzle limit.
- Sweeping or pointing a firearm at any person.
- Negligent, accidental, or otherwise unsafe discharge.
- Dropping a loaded firearm or attempting unsafe retrieval of a dropped firearm.
- Unsafe firearm handling, including serious trigger-finger violations during movement, reloads, or malfunction clearance.
- Handling a firearm outside a designated safe or authorized area.
- Failure to obey an immediate safety command.
- Any dangerous or unsportsmanlike conduct determined by the TRC Director or designated range staff to present an unacceptable risk.

13. COMPETITOR CONDUCT

Competitors are expected to compete safely, honestly, and professionally at all times. Unsafe firearm handling, unsportsmanlike conduct, intentional rule violations, abusive behavior, or actions deemed detrimental to the integrity or safety of the event may result in stage penalties, disqualification, or removal from the competition.

14. RANGE AND SCORING AUTHORITY

The Tactical Rescue Challenge® Director retains final authority over firearm safety, stage administration, scoring interpretation, penalties/procedurals, competitor conduct, and disqualification decisions. The TRC Director may appoint Range Officers or other officials to assist with stage operations, safety, and scoring.

These rules are intended to provide a safe and fair practical shooting competition. The Tactical Rescue Challenge® Director may modify, clarify, or amend these rules when necessary to preserve safety, competitive fairness, or the integrity of the event.

QUICK REFERENCE

ITEM	STANDARD
A Zone — Head or Body	5 points
C Zone — Peripheral, including neck	3 points
D Zone — Outer	1 point
Miss / Outside	0 target points; applicable penalty may apply
Default paper target requirement	2 scoring hits unless otherwise briefed
Penalty target hit	–10 points per hit
Procedural violation	–10 points per occurrence unless otherwise briefed
Scoring method	Hit Factor
Final authority	Tactical Rescue Challenge® Director

15. SCORING SUMMARY / BOTTOM-LINE REFERENCE

This section is intended as the quick scoring reference for competitors, scorers, and stage staff. The written stage briefing always controls any stage-specific changes.

SCORING ZONE	POINT VALUE
A - Head	5 points
A - Body	5 points
C - Peripheral, including neck	3 points
D - Outer	1 point
Miss / Outside	0 points

Default paper scoring: Unless otherwise stated in the stage briefing, each paper scoring target requires two scoring hits. The two highest-value required hits count toward the target score.

Target colors: Brown-faced targets are scoring targets. White-faced targets are no-shoot, hostage, innocent person, or other penalty targets.

Steel scoring: Steel must fall or visibly react as designed to receive credit unless the stage briefing states otherwise.

Penalties / Procedurals

PENALTY / PROCEDURAL	ASSESSMENT
No-shoot target hit	-10 points per hit
Hostage / innocent person hit	-10 points per hit
Failure to engage a required scoring target	-10 points per occurrence, plus applicable misses unless otherwise briefed
Miss / required hit not present	-10 points per miss
Foot fault / shooting area violation	-10 points per occurrence or as briefed
Procedural violation	-10 points per occurrence unless otherwise briefed

Score calculation: Target points are calculated first. Penalties/procedurals are then applied to the competitor's score as required by the stage briefing and scoring rules.

$$\text{HIT FACTOR} = (\text{TARGET POINTS} - \text{PENALTIES} / \text{PROCEDURALS}) \div \text{TIME}$$

Scoring example: A paper target requiring two hits receives one A-zone hit and one C-zone hit for 8 target points. If the competitor also hits a no-shoot once, 10 penalty/procedural points are assessed under the scoring rules.

TACTICAL RESCUE CHALLENGE®

OVERALL COMPETITION SCORING

General Scoring

All Tactical Rescue Challenge® events will be scored entirely by time. Each team's official event score will be the total elapsed time required to complete the event, plus any applicable time penalties.

Teams may be required to complete repetitions, tasks, stations, medical interventions, shooting engagements, rescue objectives, or other event requirements. These requirements are components of the event and do not create a separate points-based or repetition-based scoring system. The team's score remains the total official time for the event, including penalties.

Unless otherwise specified during the event briefing, time will begin on the start signal and will stop when the final team member and all required equipment have crossed the designated finish line or otherwise completed the event as directed.

Teams will be briefed on the requirements, objectives, boundaries, and expectations of each event prior to starting. Teams will not be permitted to review official scoring sheets or judging criteria in advance unless specifically authorized by the TRC Director.

Aggregate Competition Score

Each team's official times from all events, including all applicable time penalties, will be added together to determine the team's total aggregate competition time.

Final standings will be ranked from the shortest aggregate competition time to the longest. The team with the fastest total aggregate time will be ranked in first place and declared the overall winner.

Penalties / Procedurals

Time penalties may be assessed for failure to follow event requirements, safety procedures, equipment requirements, medical treatment standards, course direction, shooting requirements, or other instructions provided during the event briefing.

When an error can be corrected during the event, the team may be required to complete the corrective action while the event clock continues to run. When corrective action is not possible, practical, or permitted, a designated time penalty may be added to the team's event time.

Corrective action or time penalties may be assessed for:

- Leaving behind required equipment before completing the event.
- Removing required personal protective equipment (PPE), including a gas mask when required, before crossing the designated finish line.
- Failing to follow the prescribed course or traveling in the wrong direction.
- Failing to complete a required task, station, repetition, or event component.
- Each incorrect answer on a written examination or knowledge assessment when a designated time penalty applies.
- Engaging a target assigned to another participant.
- Failing to perform required medical treatment or assessment steps.
- Failing to identify or control simulated life-threatening bleeding.
- Improper or ineffective tourniquet application, including placement or tightening that fails to control the simulated bleeding.
- Failing to reassess a casualty or treatment intervention when reassessment is required.
- Failing to complete other required medical interventions or treatment objectives identified during the event briefing.
- Other event-specific violations or procedurals identified during the event briefing.

The amount of any fixed time penalty may vary based on the event, task, and severity of the violation. Event-specific penalties and procedural requirements will be explained during the official event briefing when applicable.

The TRC Director has final authority regarding scoring interpretations, time penalties, procedural violations, and resolution of scoring disputes.

Overall Tie-Breaking Procedure

If two or more teams finish the Tactical Rescue Challenge® with identical aggregate competition times, the team with the better finishing time in the final event will receive the higher overall placement. If the teams remain tied, event times will be compared in reverse chronological order until the tie is broken.

If a tie still cannot be resolved, or if the TRC Director determines that a head-to-head evaluation is in the interest of competitive fairness, the TRC Director may conduct or designate a tie-breaking competition between the tied teams. The format, scoring method, objectives, and procedures of the tie-breaker shall be determined solely by the TRC Director. The results of the tie-breaking competition and all related decisions of the TRC Director shall be final.