

TEXAS CARBINE MATCH RULES

Texas Carbine matches will be conducted on a COLD RANGE which is defined as follows:

- Participants' firearms will remain unloaded at the event site except under the supervision and direct command of the Match Director or a Range Officer.
- Rifles & shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried vertically with the muzzle up.
- Handguns must be cased or remain in holster, magazine removed.
- Handguns must be carried with the "Hammer/Striker Down. Slide in closed position in a case or holster.
- Shotgun racks: When shotguns are preloaded and placed in rack they may not be handled in any way or moved until an Range Officer is present and instructs you to do so.
- During the course requirements of a MultiGun stage, a participant may be required to ground a firearm in order to transition to another firearm. The location and position of the grounded firearm will be specified in the written stage description. A participant shall transition firearms by safely grounding a firearm using either of the following acceptable and safe methods:
 - Loaded, safety engaged.
 - Unloaded, which is defined as follows:
 - Empty chamber and empty source (tube or magazine); or
 - Empty chamber and magazine completely removed.

Match Disqualifications:

All disqualifications are match DQ's and the participant will not be allowed to continue. Any infraction listed below will be grounds for a match DQ unless otherwise stipulated.

- Unloading any firearm in an unsafe manner or willfully discharging any firearm while not engaging a target, or for the sole purpose of unloading any firearm, prior to grounding, will result in a match DQ.

Example: Firing any rounds in any firearm after all targets have been engaged for that particular firearm, before grounding. In other words no round dumping.

- A participant who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:
 - Any shot, which travels over a backstop, a berm, or in any other direction deemed by the Match Director as being unsafe. Please note that a participant who legitimately fires a shot at a target which then travels in an unsafe direction, will not

be disqualified.

- A shot which strikes the ground within 10 feet of the participant, excluding an otherwise legal shot at a target closer than 10 feet to the participant, or a squib round.
- A shot which occurs while loading, reloading or unloading any firearm after the "Load and make ready" command and before the "The range is clear" command.
- Any shot which occurs during remedial action in the case of a malfunction.
- Any shot which occurs while transferring a firearm between hands.
- Any shot which occurs during movement, except while actually shooting at targets.
- Grounding a firearm in any condition not outlined above, including discharging a firearm while not engaging a target, will result in disqualification.
- Dropping a firearm, loaded or unloaded, anytime after the "Load and make ready" command and before the "The range is clear" command. Placing a firearm in/on a grounding barrel/station does not constitute dropping but if the firearm falls to the ground due to the shooter's action, it is considered dropped and grounds for a match DQ.
- Use of any ammunition prohibited or otherwise not allowed such as engaging any steel target in an unsafe manner such as by:
 - Slugs on pistol or non designated slug targets,
 - Steel core rifle ammo on steel targets,
 - Larger than #6 shot shotgun ammo
 - Steel shot
 - Buckshot of any size.
- A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane
- Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).
- A participant shall be disqualified for unsportsmanlike conduct. These include but are not limited to:
 - Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty,
 - Altering or falsifying score sheets,
 - Altering the configuration of firearms or equipment to gain advantage such as;

changing caliber, barrel length, shotgun magazine tube length, sighting systems or stock style. This will be considered Unsportsmanlike Conduct

- Participants will not be allowed to touch or hold a firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms), unless such touching is specified in the course of fire.
- Any action or behavior deemed "unsportsmanlike" by the Match Director.
- While not grounds for a match DQ, any competitor who provides unauthorized assistance to the active shooter will incur a Procedural penalty for his/her score on that stage.

Ammunition:

- All types of tracer, incendiary, armor piercing, or steel/Tungsten core ammunition is prohibited.
- Steel shot and slugs are prohibited.
- Pistol/revolver ammunition shall be 9x19 or larger.
- Rifle ammunition shall be .223 Remington (5.56 NATO) or larger. (Tactical-Heavy: 308 Winchester 7.62x51)
- Shotgun ammunition shall be 20 gauge or larger, #6 LEAD SHOT or smaller & Lead SLUGS ONLY.
- A magnet may be used to inspect ammunition. Steel or other bi-metal-jacketed ammo is allowed. However, at the discretion of the Match Director, any ammo which attracts a magnet may have a sample destructively tested to ensure it does not have a hardened core or penetrator.

Firearms:

All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant's firearm or related equipment, at any time, to check if they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Match Director or Range Officer.