

## **T.I.G.E.R. Valley Low-Light Match Rules**

### **Categories/Divisions**

**Limited/Iron Sight Category** - All weapons must be fitted with standard "iron sights", scopes and other optics are not allowed. One hand-held flashlight/personal lights are allowed. Weapon-mounted lights are not allowed. Compensators/muzzle brakes are not allowed. Factory ported barrels, i.e. Glock 17C are allowed. Magazines may not extend more than 3 inches below the weapon when inserted in a handgun.

**Open/Optic Category** - Weapons may be fitted with optics, such as magnification scopes, "red-dots", etc. A maximum a two lights may be used. Weapon-mounted lights are allowed. Compensators/muzzle brakes. No magazine restrictions.

### **Weapons/Lights**

**Pistol** - Minimum caliber 5.7mm, Maximum caliber .50AE, no steel core ammunition, magazines not to exceed 3 inches below the weapon, no multi-round burst or full-auto selection allowed, suppressors are allowed, Federal statutes apply - documentation must be provided upon entry.

**Lights** - Personal/Hand-held lights may be used in either the "Iron Sight" or "Optic" categories. Weapon-mounted or body-mounted lights will categorize a competitor within the "Optic Category".

**Optics** - Any optical device such as, scopes, "red-dots", or other magnification or vision enhancing devices mounted on any weapon will categorize a competitor within the "Optics Category".

**Other** - Other weapons required to complete a given course of fire. Weapon(s) and ammunition will be provided by Tiger Valley on the evening of the match. A short period of instruction on operation/function will to each squad prior to the individual stage briefing.

### **Holsters**

Any IDPA, IPSC, concealed-style, or tactical-style holster is allowed. Shoulder rigs, vest-mounted, "small of back", fanny packs are not allowed. Handgun holsters must be attached to a belt or be securely attached to the body, and cover the trigger. For safety reasons, the removal of holsters during the match is discouraged.

### **Weapon Malfunction**

Should your primary weapon (rifle or shotgun) have a mechanical malfunction, you may transition to your secondary weapon (pistol) and attempt to complete the course of fire. You must ensure that your primary weapon is discarded in a safe manner (safety applied, muzzle pointed in a safe direction, etc) before moving down range. "Out of ammo" is NOT a mechanical malfunction.

### **Allied Equipment**

Equipment, such as slings, holsters, or magazine pouches may not be removed at any time during a course of fire to provide better mobility for the competitor unless, instructed by a range officer or described in the stage briefing.

### **Cold Range**

All weapons are to be unloaded prior to the commencement of the match. Loading/Unloading of weapons will be performed under the direction of a Range Officer.

**Match Disqualification**

**Downed Weapon** - Any weapon dropped on the range before, during or after a course of fire will result in a match DQ.

**Discarded Weapon** - Discarding a functional primary weapon to gain an unfair competitive advantage will result in a match DQ.

**180 Degree** - Any weapon pointed in a rearward direction during a course of fire will result in a match DQ.

**Sweeping/Covering** - Any competitor's muzzle/barrel that points or covers any competitor's body or portion of body at any time during the match will receive a match DQ.

**Accidental/Negligent Discharge** - Any bullet not directed at an intended target and impacting within 3 meters of the competitor, or any bullet that goes beyond the berm/designated impact area will result in a match DQ.

**Moving Forward of an Unsafe Weapon**

If a competitor moves down range/forward of a previously discarded primary weapon and that weapon is determined to be in an unsafe condition, that competitor will receive a match DQ.

**Unsportsman-like Conduct**- Taunting/Heckling another competitor, intentionally altering/damaging another competitor's gear, arguing with a range officer will result in a match DQ.