

T.I.G.E.R. Valley Tactical Match Scoring

Tiger Valley uses Paladin-based scoring method on standard IDPA paper targets for all tactical shooting events.

Scoring:

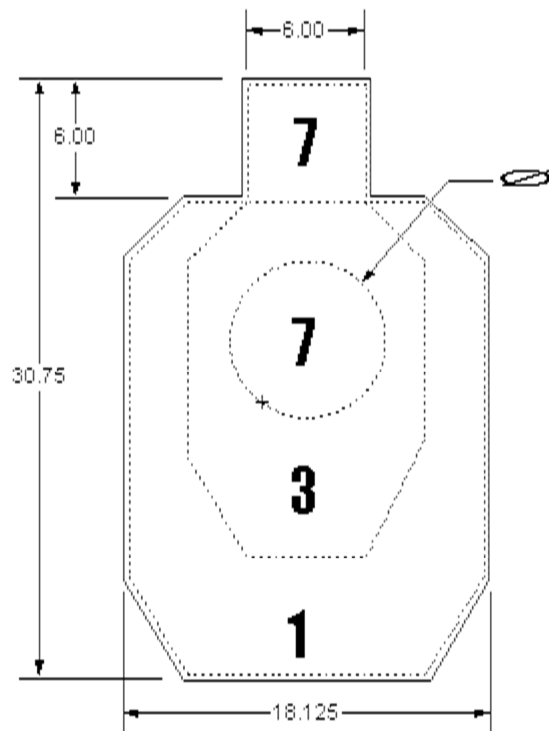
Time begins when the buzzer sounds and ends when the last shot is fired.

All paper targets must have a minimum of 8 points per target to be "neutralized".

***Sub Gun Category** - All paper targets must have a minimum of 3, and no more than 5 impacts on target.

All steel must be down or have been turned 90 degrees where the shooting surface is not visible in order to be scored as neutralized.

All targets not receiving an 8 point total will be assessed as "non-neutralized".



Penalties:

5 second penalty will be added to the time for each Non-neutralized target.

***Sub Gun Category** - 5 second penalty will be added to the time for each additional impact after five impacts on target.

5 second penalty will be added to the time for each hostage/no shoot target.

10 second penalty will be added for every target not engaged.

Additional 5 second penalties may be given to a competitor for improper range and stage procedures during a course of fire.

If a competitor did not fire (DNF), that competitor will receive a flat time of 300 seconds for the stage.

The competitor with the lowest time after deductions will be the stage winner.

The competitor with the lowest total time at the end of the match will be the match winner.