

Spectre Tactical Shooting – Rules, Classes and Divisions

SECOND EDITION – EFFECTIVE 2026

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SPECTRE TACTICAL SHOOTING | SOMERSET WEST PISTOL CLUB



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SECOND EDITION SUMMARY

SPECTRE TACTICAL SHOOTING – RULES, CLASSES AND DIVISIONS

This Second Edition of the Spectre Tactical Shooting Rules represents a formal consolidation and maturation of the discipline, based on several years of practical match experience, participant feedback, and operational refinement.

The First Edition successfully established the spirit, intent, and foundational structure of Spectre Tactical Shooting. The purpose of this Second Edition is not to alter that spirit, but to clarify, stabilise, and formalise it, ensuring consistency, fairness, safety, and scalability as the discipline continues to grow.

I. CLARIFIED PURPOSE, AUTHORITY, AND PHILOSOPHY

The Second Edition introduces a clearly defined Purpose, Vision, and Mission, supported by explicit Foundational Principles.

These sections do not function as scoring criteria or additional rules. Instead, they provide a normative framework that guides:

- Match design
- Match Director discretion
- Officiating decisions
- Competitor conduct

This ensures that decisions taken in ambiguous or unforeseen situations are grounded in the established spirit of the discipline rather than ad hoc interpretation.

2. FORMAL RECOGNITION OF MATCH DIRECTOR AUTHORITY

The authority and discretion of the Match Director (MD) are now explicitly codified.

The Second Edition clearly defines:

- The scope of MD authority
- The relationship between Spectre rules, host-range rules, and statutory requirements
- The primacy of safety over all other considerations

This reduces uncertainty, prevents rules-lawyering, and provides officials with the necessary mandate to act decisively in the interests of safety and match integrity.

3. CONSOLIDATED AND RATIONALISED FIREARM CLASSES

Firearm classes have been restructured and simplified while retaining real-world relevance.

Key changes include:

- A clearer distinction between Standard and Enhanced configurations
- Consistent and intuitive size categories (Service, Compact, Subcompact)
- Rationalised pistol, revolver, shotgun, and carbine classes
- Clear differentiation between Modern Service and Legacy Service rifle platforms

These changes reduce unnecessary fragmentation, improve competitor self-classification, and simplify match administration without diluting realism.

4. IMPROVED SPORTING DIVISION STRUCTURE

Sporting Divisions have been extensively reworked for clarity and usability.

Each Division now follows a consistent structure outlining:

- Purpose
- Permitted firearms
- Engagement distances
- Course design characteristics
- Scoring model
- Planning and walkthrough restrictions

This makes the rulebook easier to navigate for competitors and significantly improves usability for Match Directors during stage design and briefing.

5. EXPANDED SCORING, PENALTIES, AND EQUIPMENT FAILURE PROVISIONS

The Second Edition introduces clearer and more comprehensive treatment of:

- Scoring models (including positive and negative scoring)
- Penalty classification and application
- Equipment failure procedures, including substitution and downgrade scenarios

These provisions are designed to ensure fairness, predictability, and administrative practicality during matches, particularly under time pressure.

6. SAFETY ELEVATED TO A GOVERNING DOCTRINE

Safety has been formally elevated to a governing doctrine rather than a standalone chapter of rules.

All provisions in the rulebook are explicitly subordinate to safety considerations. Unsafe conduct is clearly defined, and enforcement mechanisms are unambiguous.

This reinforces Spectre Tactical Shooting's long-standing emphasis on responsible firearm handling and professional conduct.

7. CLEAR SEPARATION OF CONDUCT AND OPERATIONAL RULES

Competitor conduct and participation standards are now addressed in a dedicated chapter.

This separation:

- Clarifies expectations of behaviour
- Improves enforcement consistency
- Aligns Spectre with best practice in established shooting disciplines

8. CONTINUITY WITH THE FIRST EDITION

While the Second Edition introduces significant structural improvements, it does not change the fundamental nature of Spectre Tactical Shooting.

The discipline remains:

- Realism-focused
- Tactically grounded
- Safety-driven
- Resistant to competition-only optimisation
- Oriented toward self-development rather than trophy-chasing

The Second Edition exists to protect and preserve these characteristics, not to replace them.

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SPIRIT OF THE RULE BOOK AND ACKNOWLEDGEMENTS

Rule books and constitutions are inherently limited by the fact that gamesmen will automatically seek loopholes and exploitable technicalities which provide them with a competitive advantage. This leads to more numerous and more technical rules, that are then gamed again, leading in turn to more numerous and more technical rules. At some point there comes a danger that a shooting discipline becomes so far removed from its origins, that it is hardly recognisable by those who founded it.

Fortunately, there is a different approach. Instead of heavily relying on numerous and very technical rules, fostering a strong and enduring organisational culture which fully embraces and protects the spirit of the sport is much more effective at regulating the behaviour and intentions of the participants.

Therefore, we strive to keep our rules as simple and easy to understand as possible, whilst simultaneously jealously guarding and gatekeeping the true meaning of our discipline.

As is the case with sporting disciplines, there will come times where participants may feel (both justifiably and unjustifiably) that the rules do not adequately address certain aspects of competition. This rule book is a living document that will be amended from time to time as we discover better ways of doing things.

That said, for many of these questions we may not have perfect answers – and it may be a bit of a journey to find the most optimal way of addressing them. However, I do not see increasingly complicated and lengthy systems of rules as a remotely perfect or desirable answer either.

Hence, to keep with the spirit of our sport, we would rather err on the side of hazarding the odd arbitrary umpiring decision as opposed to writing more rules to try and fix a problem.

We hope that you find value and enjoyment in this approach, with the conscious understanding that participating in Spectre Tactical Shooting activities is more about improving, developing, and testing your own skillset as opposed to winning trophies.

I extend my thanks and heartfelt gratitude to **Stefan Meyer, Maggy Meyer, Yedhvir Ramdhani, and Bryan Mennie** for introducing me to the original Spectre Unit shooting club when it was still based in Pretoria. Their assistance in setting up the first experimental Spectre shoots in the Western Cape in late 2018 was instrumental in getting us to where we are today.

I would like to extend special thanks to **Robert Fourie, Mike Nigrini, Glen Fourie, and Jordan Smit** for their invaluable contributions to writing and developing this rule book, as well as to **Max Rossle** (Motivus) for his help in addressing some of the numerous trickier aspects of such an endeavour.

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Special thanks to **Anton du Plessis** (chairman of SATSA) for his association's endorsement and support of our shooting activities, and the **Somerset West Pistol Club** committee for helping us become an officially recognised club activity.

Last, but not least, thank you to all our loyal participants who show up and compete in our events: we are privileged to have you as part of our family.

Gideon Joubert, December 2023

These rules are dedicated to the memory of Laubcher van Zyl.

PURPOSE, VISION, AND MISSION

PURPOSE

The purpose of Spectre Tactical Shooting is to provide a competitive framework that develops and tests practical firearm proficiency through realistic, problem-based shooting activities conducted under time pressure.

Spectre events are designed to encourage continual self-improvement by challenging participants to apply sound marksmanship, safe weapon handling, and appropriate tactics in dynamic and varied contexts.

VISION

The vision of Spectre Tactical Shooting is to cultivate a community of responsible firearm owners who demonstrate superior competence, judgment, and mindset in the application of practical defensive shooting skills.

Spectre seeks to foster a culture where realism, professionalism, and accountability are valued above pure sporting optimisation.

MISSION

Spectre Tactical Shooting delivers structured shooting events that:

- Develop practical marksmanship, weapon manipulation, and decision-making skills;
- Encourage adaptability and problem solving rather than memorisation or choreographed execution;
- Allow participants to benchmark their performance against peers and against their own prior results;
- Promote knowledge sharing between civilian shooters and participants with professional operational experience.

Competition within Spectre exists as a tool for assessment and development, not as an end in itself.

FOUNDATIONAL PRINCIPLES OF SPECTRE TACTICAL SHOOTING

The following principles define the behavioural and cultural foundations of Spectre Tactical Shooting. They inform match design, officiating decisions, and competitor conduct, particularly in situations not explicitly addressed by prescriptive rules.

Safety Above All

Safety takes precedence over scoring, realism, competitiveness, and match completion. No aspect of Spectre Tactical Shooting justifies unsafe behaviour.

1. Accuracy Before Speed

Speed is valued only insofar as it is achieved without compromising accuracy, safety, or judgment.

2. Realism Over Optimisation

Equipment choices, tactics, and techniques should reflect plausible real-world applications rather than competition-specific optimisation.

3. Adaptability Over Memorisation

Competitors are expected to solve problems as presented, without reliance on pre-planned choreography or rehearsed solutions.

4. Judgment Under Pressure

Sound decision-making, target discrimination, and situational awareness are as important as mechanical shooting skill.

5. Respect for Authority and Process

Match Directors and Range Officers are entrusted with broad discretion to ensure safety, fairness, and adherence to the spirit of the discipline.

These principles are not scoring criteria, but they provide the normative framework within which all Spectre Tactical Shooting activities are conducted.

APPLICABILITY, AUTHORITY & DISCRETION

This rulebook is written for Spectre Tactical Shooting as a formally administered, club-based competitive discipline conducted under the authority of approved host ranges and their appointed officials.

This document:

- Defines firearm classes, competitive divisions, scoring systems, and safety restrictions specific to Spectre Tactical Shooting;
- Does **not** function as a standalone range safety manual;
- Does **not** replace host-range standing orders, standard operating procedures, or statutory requirements.

All Spectre Tactical Shooting activities are conducted subject to:

- Host-range rules and safety procedures;
- The authority of appointed Range Officers;
- Applicable national legislation.

Where conflicts arise, host-range rules and Range Officer instructions take precedence.

The Match Director retains final authority regarding:

- Course of Fire design and briefing;
- Firearm and equipment suitability;
- Scoring interpretation;
- Any matter affecting safety or match integrity.

Decisions taken in the interests of safety are final and not subject to appeal during a match.

SAFETY AS A GOVERNING DOCTRINE

Safety is the overriding doctrine that governs all aspects of Spectre Tactical Shooting.

All rules contained in this document — including those relating to equipment, scoring, divisions, and procedures — are subordinate to safety considerations. Where adherence to a rule would create an unsafe condition, that rule must yield to safety.

Safety within Spectre Tactical Shooting is enforced through:

- Mandatory pre-match safety briefings;
- Equipment inspections;
- Continuous Range Officer oversight;
- Immediate corrective action where unsafe behaviour is observed.

Unsafe firearm handling, unsafe movement, or disregard for Range Officer instructions constitutes grounds for immediate disqualification, irrespective of intent or competitive impact.

The safety provisions contained in this rulebook document minimum standards and expectations. They do not limit the authority of Range Officers or Match Directors to impose additional restrictions or to halt a Course of Fire or match entirely if required to preserve safety.

Detailed operational safety restrictions are set out in Chapter 5 and Appendix C.

Spectre Tactical Shooting accepts no responsibility for the implementation, interpretation, or application of these rules by external parties outside of officially sanctioned Spectre activities conducted at approved host ranges.

CHAPTER I – FIREARM CLASSES

Spectre events provide for the use of various firearm types in numerous configurations. The nature of our competitive Divisions (see *Chapter 3 – Sporting Divisions*) is highly diverse and requires that participants solve problems of varying complexity whilst subjected to time pressure in the form of Par Time restrictions or a shot timer.

Due to the extensively varied characteristics of the courses of fire possible in each Division, participants are required to make use of different types of equipment to successfully compete.

Some courses of fire will naturally lend themselves to specific Firearm Classes, whilst being impossible to complete or highly suboptimal for other Classes.

The participants must therefore choose and make use of Firearm Classes that will allow them to most effectively address the challenges presented by the courses of fire on a given day.

In keeping with the Spirit of Spectre Tactical Shooting, firearm classes are compiled to adhere as closely as is practically possible to the real-world configurations whilst striving to accurately group them into relevant categories. Aftermarket parts, modifications, and enhancements that are applicable to civilian defensive carry, military, law enforcement, and security contexts are allowed and encouraged.

However, the use of aftermarket (OEM and non-OEM) parts, enhancements, and modifications that have no purpose outside of a pure sport shooting context is strongly discouraged.

When doubt exists, the MD retains final and sole discretion in determining whether a given firearm complies with the Spirit of Spectre.

Across all firearm categories, ‘Standard’ and ‘Enhanced’ denote relative configuration complexity and capability within that category, not identical feature sets between different firearm types.

All firearms must comply with the safety requirements set out in Chapter 5.

I.1 PISTOL CLASSES

PISTOL CLASS OVERVIEW

Pistols used in Spectre Tactical Shooting represent practical, real-world defensive and service sidearms suitable for civilian carry, law-enforcement, military, and security applications.

Pistol Classes are divided by:

- **Size category** (Service, Compact, Subcompact): these size categories reflect real-world concealability, handling characteristics, and duty versus concealed-carry use.
- **Sighting system** (Standard / Enhanced).
- **Operating system** (Striker-fired, DA/SA, SAO where applicable).

All firearms must comply with the safety requirements set out in Chapter 5.

GENERAL PISTOL CLASS RULES

The following apply to **all pistol classes unless otherwise stated**:

Calibre Categories

- Pistols are classified as **Minor** or **Major**.
- See **Chapter 2 – Calibre Categories**, section **2.1 Handguns**.

Competition Scope

- Pistols compete only against pistols of the **same Class**.

Carry Method & Conditions

- Pistols may be carried **concealed or unconcealed**.
- If carried unconcealed, at least a Duty Rated Level II Retention holster *must* be used.
- Pistols may be carried **chambered or unchambered**.

Match Director Discretion

- The MD retains final authority on:
 - Carry condition.
 - Concealment requirements.
 - Suitability of firearm to the Spirit of Spectre.

I.I.1 STANDARD SERVICE PISTOL – (SSP) CLASS

Platform

- Hammer-fired or striker-fired pistols.
- Firearm must be a full-size service pistol issued by any military or police force, or civilian-market equivalents thereof.

Dimensions

A pistol is considered Service / Full-Size if any of the following are exceeded:

- Height: **138 mm**
- Length: **190 mm**

Optics

- No optical sights permitted.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.I.2 ENHANCED SERVICE PISTOL – (ESP) CLASS

Platform

- Hammer-fired or striker-fired pistols.
- Firearm must be a full-size service pistol issued by any military or police force, or civilian-market equivalents thereof.

Dimensions

A pistol is considered Service / Full-Size if any of the following are exceeded:

- Height: **138 mm**
- Length: **190 mm**

Optics

- Carry-grade optical sight required.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.1.3 STANDARD COMPACT PISTOL – (SCP) CLASS

Platform

- Hammer-fired or striker-fired pistols.
- Compact semi-automatic pistols only.

Dimensions

A pistol is considered *Compact* if **all** apply:

- Height: **120–138 mm**
- Length: **170–191 mm**

Optics

- No optical sights permitted.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.1.4 ENHANCED COMPACT PISTOL – (ECP) CLASS

Platform

- Hammer-fired or striker-fired pistols.
- Compact semi-automatic pistols only.

Dimensions

A pistol is considered *Compact* if **all** apply:

- Height: **120–138 mm**
- Length: **170–191 mm**

Optics

- Carry-grade optical sight required.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.1.5 STANDARD SUBCOMPACT PISTOL – (SPP) CLASS

Platform

- Hammer-fired or striker-fired pistols.
- Subcompact semi-automatic pistols only.

Dimensions

A pistol is considered *Subcompact* if **any** apply:

- Height less than **120 mm**
- Length less than **170 mm**

Optics

- No optical sights permitted.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.1.6 ENHANCED SUBCOMPACT PISTOL – (EPP) CLASS

Platform

- Hammer-fired or striker-fired pistols.
- Subcompact semi-automatic pistols only.

Dimensions

A pistol is considered *Subcompact* if **any** apply:

- Height less than **120 mm**
- Length less than **170 mm**

Optics

- Carry-grade optical sight required.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.1.7 1911 JOHN MOSES BROWNING – (JMB) CLASS

The JMB Class exists as a historically significant and enduring service pistol platform with unique manual-of-arms characteristics distinct from modern striker-fired pistols.

Platform

- Single-action only.
- Hammer-fired.
- 1911-pattern pistols only.

Carry Condition

- Condition I mandatory.

Size Categories

- Full-size and compact permitted, using the same dimensional definitions as SSP and SCP.

Optics

- No optical sights permitted.

Triggers & Muzzle Devices

- Aftermarket competition triggers prohibited.
- Compensators prohibited.

I.2 REVOLVER CLASSES

REVOLVER CLASS OVERVIEW

Revolvers used in Spectre Tactical Shooting represent practical service and concealed-carry revolvers suitable for defensive, law-enforcement, security, and traditional service applications.

Revolver Classes are divided by:

- **Size category** (Service vs Compact).
- **Sighting system** (Standard / Enhanced).
- **Operational role** (Open or Concealed carry emphasis).

GENERAL REVOLVER CLASS RULES

The following apply to **all Revolver Classes unless otherwise stated**:

Safety Requirements

- All firearms must comply with the safety requirements set out in Chapter 5.

Calibre Categories

- Revolvers are classified as **Minor** or **Major** calibre.
- See **Chapter 2 – Calibre Categories**, section **2.1 Handguns**.

Competition Scope

- Revolvers compete only against revolvers of the **same Class**.

Carry Method

- Revolvers may be carried **concealed or unconcealed**.
- If carried unconcealed, at least a Duty Rated Level II Retention holster *must* be used.

Match Director Discretion

- The MD retains final authority regarding:
 - Suitability of holsters and concealment.
 - Carry condition and presentation.
 - Compliance with the Spirit of Spectre.

1.2.1 STANDARD SERVICE REVOLVER – (SRR) CLASS

Platform

- Service revolvers only.
- Single-Action or Double-Action permitted.

Dimensions

A revolver is considered a *Service Revolver* if **any** of the following apply:

- Barrel length **longer than 3 inches**
- Overall length **longer than 9.25 inches**
- Unloaded mass **greater than 25 ounces (710 g)**

Capacity & Calibre

- Minimum cylinder capacity: **5 rounds.**
- Minimum calibre: **.38 Special.**

Optics

- No optical sights permitted.

1.2.2 ENHANCED SERVICE REVOLVER (ERR) CLASS

Platform

- Service revolvers only.
- Single-Action or Double-Action permitted.

Dimensions

A revolver is considered a *Service Revolver* if **any** of the following apply:

- Barrel length **longer than 3 inches**
- Overall length **longer than 9.25 inches**
- Unloaded mass **greater than 25 ounces (710 g)**

Capacity & Calibre

- Minimum cylinder capacity: **5 rounds.**
- Minimum calibre: **.38 Special.**

Optics

- Carry-grade optical sight required.

1.2.3 STANDARD COMPACT REVOLVER – (SCR) CLASS

Platform

- Compact revolvers only.
- **Double-Action capable** revolvers only.

Dimensions

A revolver is considered *Compact* if **all** of the following apply:

- Barrel length **3 inches or less**
- Overall length **9.25 inches or less**
- Unloaded mass **25 ounces (710 g) or less**

Capacity & Calibre

- Minimum cylinder capacity: **5 rounds.**
- Minimum calibre: **.38 Special.**

Optics

- No optical sights permitted.

1.2.4 ENHANCED COMPACT REVOLVER – (ECR) CLASS

Platform

- Compact revolvers only.
- **Double-Action capable** revolvers only.

Dimensions

A revolver is considered *Compact* if **all** of the following apply:

- Barrel length **3 inches or less**
- Overall length **9.25 inches or less**
- Unloaded mass **25 ounces (710 g) or less**

Capacity & Calibre

- Minimum cylinder capacity: **5 rounds.**
- Minimum calibre: **.38 Special.**

Optics

- Carry-grade optical sight required.

1.3 SHOTGUN CLASSES

SHOTGUN CLASS OVERVIEW

Shotguns used in Spectre Tactical Shooting represent practical fighting and service shotguns suitable for defensive, patrol, and deployment contexts.

Shotgun Classes are divided by:

- **Action type** (Manual-Action vs Self-Loading).
- **Configuration** (Standard vs Enhanced).
- **Optics allowance**.

GENERAL SHOTGUN CLASS RULES

The following apply to **all Shotgun Classes unless otherwise stated**:

Safety Requirements

- All firearms must comply with the safety requirements set out in Chapter 5.

Gauge

- Shotguns must preferably be **12-Gauge**.

Competition Scope

- Shotguns compete only against shotguns of the **same Class**.

Carry & Sling

- All shotguns must be carried with a **sling suitable for patrol or deployment use**.

Match Director Discretion

- The MD retains final authority regarding:
 - Suitability of shotgun configuration.
 - Sling setup.
 - Compliance with the Spirit of Spectre.

SHOTGUN ACTION DEFINITIONS

Manual-Action Shotgun

Includes:

- Pump-action.
- Break-action.
- Lever-action.

Self-Loading Shotgun

Includes:

- Gas-operated.
- Inertia-driven.
- Recoil-operated semi-automatic shotguns.

1.3.1 STANDARD MANUAL-ACTION SHOTGUN – (SMS) CLASS Action

- **Manual-action** shotguns only.

Capacity

- Minimum loaded capacity: **2 shells**.

Optics

- No optical sights permitted.

Chokes

- Use of chokes permitted.

Furniture & Accessories

- Only original factory accessories and furniture permitted.
- Aftermarket stocks, grips, forends, and accessories prohibited **unless they faithfully emulate original factory parts**.

Magazine Tubes

- OEM magazine tubes protruding beyond the muzzle are permitted.
- Aftermarket magazine tubes that increase capacity prohibited.

1.3.2 ENHANCED MANUAL-ACTION SHOTGUN – (EMS) CLASS

Action

- Manual-action shotguns only.

Capacity

- Minimum loaded capacity: **2 shells**.

Optics

- Optical sights permitted.
- Must be suitable for patrol or deployment use.

Chokes

- Use of chokes permitted.

Furniture & Accessories

- Use of recoil mitigation devices, suppressor systems, aftermarket stocks, grips, and forends permitted.
- All accessories must be suitable for patrol or deployment use.

Magazine Tubes

- Aftermarket magazine tubes permitted **provided they do not protrude beyond the muzzle**.
- OEM tubes protruding beyond the muzzle permitted.

1.3.3 STANDARD SELF-LOADING SHOTGUN – (SSS) CLASS

Action

- Self-loading shotguns only.

Capacity

- Tube-fed or magazine-fed permitted.
- No ammunition capacity limits.

Optics

- No optical sights permitted.

Chokes

- Use of chokes permitted.

Furniture & Accessories

- Only original factory accessories and furniture permitted.
- Aftermarket stocks, grips, forends, and accessories prohibited **unless they faithfully emulate original factory parts.**

Magazine Tubes

- OEM magazine tubes protruding beyond the muzzle are permitted.
- Aftermarket magazine tubes that increase capacity prohibited.

1.3.4 ENHANCED SELF-LOADING SHOTGUN – (ESS) CLASS

Action

- Self-loading shotguns only.

Capacity

- Tube-fed or magazine-fed permitted.
- No ammunition capacity limits.

Optics

- Optical sights permitted.
- Must be suitable for patrol or deployment use.

Chokes

- Use of chokes permitted.

Furniture & Accessories

- Use of recoil mitigation devices, suppressor systems, aftermarket stocks, grips, and forends permitted.
- All accessories must be suitable for patrol or deployment use.

Magazine Tubes

- Aftermarket magazine tubes permitted **provided they do not protrude beyond the muzzle.**
- OEM tubes protruding beyond the muzzle permitted.

I.4 MODERN SERVICE RIFLE / CARBINE CLASSES

MODERN SERVICE RIFLE / CARBINE CLASS OVERVIEW

Modern Service Rifles and Carbines used in Spectre Tactical Shooting represent contemporary, modular rifle platforms currently issued or commonly employed in modern military, law-enforcement, and private security contexts.

These platforms are characterised by:

- Modern ergonomic control layouts.
- Straight-line recoil systems.
- Modular accessory interfaces (e.g. M-LOK, KeyMod, Picatinny).
- Flat-top receivers or equivalent systems designed for optics mounting.

Modern Service Rifle / Carbine Classes are intended to reflect realistic duty and patrol configurations rather than competition-optimised sporting rifles.

GENERAL MODERN SERVICE RIFLE / CARBINE CLASS RULES

The following apply to all Modern Service Rifle / Carbine Classes unless otherwise stated:

Calibre Categories

- Rifles and carbines are classified into **Intermediate** and **Full Power** calibre categories.
- See **Chapter 2 – Calibre Categories**, section **2.2 Rifles & Pistol-Calibre Carbines**.

Safety & Equipment Requirements

- All firearms must comply with the safety requirements set out in Chapter 5.

Carry Method

- All rifles and carbines must be carried with a sling suitable for patrol or deployment use.

Competition Scope

- Modern Service Rifles and Carbines compete only against firearms within the same Class.

Match Director Discretion

- The MD retains final authority regarding:
 - Suitability of the firearm to the Spirit of Spectre.
 - Acceptability of accessories, optics, and modifications.
 - Safety compliance and match-specific requirements.

1.4.1 STANDARD MODERN SERVICE RIFLE – (MSR) CLASS

Rifles in this class must comply with the following:

- Barrel length is **18,1 inches or longer**;
- Unloaded mass is **4,3 kilograms or more**.

Optics:

- No optical sights permitted.
- Factory iron or polymer sights only.
- Aftermarket sights allowed if they emulate original factory design (e.g., enlarged apertures, night sights).

Furniture & Accessories:

- Only original factory accessories and furniture allowed, unless aftermarket parts faithfully emulate the form and function of factory components.
- No competition-oriented accessories permitted.

1.4.2 ENHANCED MODERN SERVICE RIFLE – (ESR) CLASS

Rifles in this class must comply with the following:

- Barrel length is **18,1 inches or longer**;
- Unloaded mass is **4,3 kilograms or more**.

Optics:

- Optical sights required (unmagnified or magnified).
- Separate magnifiers permitted.
- Optics must be suitable for patrol or deployment use.

Furniture & Accessories:

- Accessories suitable for patrol or deployment use permitted (vertical grips, weapon lights, BUIS, etc.).
- Aftermarket stocks, rails, handguards, triggers, etc., permitted if appropriate for service use.
- Recoil mitigation systems allowed (mil-spec muzzle brakes, compensators, suppressors).

1.4.3 STANDARD MODERN SERVICE CARBINE – (MSC) CLASS

Carbines in this class must comply with the following:

- Barrel length **shorter than 18,1 inches**; and
- **Longer than 12,5 inches**;
- Unloaded mass **less than 4,3 kilograms**.

Optics:

- No optical sights permitted.
- Factory or factory-equivalent iron sights only.

Furniture & Accessories:

- As per MSR (iron-sight-only configuration).

1.4.4 ENHANCED MODERN SERVICE CARBINE – (ESC) CLASS

Carbines in this class must comply with the following:

- Barrel length **shorter than 18,1 inches**; and
- **Longer than 12,5 inches**;
- Unloaded mass **less than 4,3 kilograms**.

Optics:

- Optical sights required (unmagnified or magnified).
- Separate magnifiers permitted.

Furniture & Accessories:

- As per ESR (service-appropriate).

I.4.5 MODERN COMPACT CARBINE – (MCC) CLASS

Compact Carbines in this class must comply with the following:

- **Overall length (stock unfolded) may not exceed 33,63 inches (855 mm).**
- Barrel length may not exceed **12,5 inches**.
- Unloaded mass may not exceed **3,6 kilograms**.

Optics:

- Optical sights permitted if suitable for patrol or deployment use.

Furniture & Accessories:

- Aftermarket service-appropriate accessories permitted.
- Recoil mitigation devices permitted (mil-spec brakes, compensators, suppressors).

I.5 LEGACY SERVICE RIFLE / CARBINE CLASSES

LEGACY SERVICE RIFLE / CARBINE CLASS OVERVIEW

Legacy Service Rifles and Carbines represent earlier-generation military rifle platforms whose ergonomics, operating systems, and accessory interfaces differ substantially from modern modular service rifles.

These platforms are characterised by:

- Traditional or non-modular furniture.
- Limited or non-integrated optics mounting solutions.
- Heavier recoil impulses.
- Older control layouts and manual-of-arms.

Examples include (but are not limited to): AK-pattern rifles, FN FAL, G3 / HK91, Vz-58, Galil ARM / SAR, SKS, and Vektor R4 / R5 series rifles.

Legacy Service Rifle / Carbine Classes exist to preserve meaningful differentiation between modern and older service platforms while recognising their continued real-world relevance and use.

GENERAL LEGACY SERVICE RIFLE / CARBINE CLASS RULES

The following apply to all Legacy Service Rifle / Carbine Classes unless otherwise stated:

Calibre Categories

- Rifles and carbines are classified into **Intermediate** and **Full Power** calibre categories.
- See **Chapter 2 – Calibre Categories**, section **2.2 Rifles & Pistol-Calibre Carbines**.

Safety & Equipment Requirements

- All firearms must comply with the safety requirements set out in Chapter 5.

Carry Method

- All rifles and carbines must be carried with a sling suitable for patrol or deployment use.

Competition Scope

- Legacy Service Rifles and Carbines compete only against firearms within the same Class.

Match Director Discretion

- The MD retains final authority regarding:
 - Suitability of the firearm to the Spirit of Spectre.
 - Acceptability of accessories, optics, and modifications.
 - Safety compliance and match-specific requirements.

1.5.1 STANDARD LEGACY SERVICE RIFLE – (SLR) CLASS

Rifles in this class must comply with:

- Barrel length **18,1 inches or longer**;
- Unloaded mass **4,3 kilograms or more**.

Optics:

- No optical sights permitted.
- Factory or faithfully-emulated iron sights only.

Furniture & Accessories:

- Only factory or factory-pattern furniture permitted.
- No competition modifications.

1.5.2 ENHANCED LEGACY SERVICE RIFLE – (ELR) CLASS

Rifles in this class must comply with:

- Barrel **18,1 inches or longer**;
- Unloaded mass **4,3 kilograms or more**.

Optics:

- Optical sights required and must be suitable for patrol or field use.
- Unmagnified or magnified optics allowed.

Furniture & Accessories:

- Aftermarket stocks, handguards, and mounts allowed if suitable for practical service use.
- Recoil mitigation devices permitted (mil-spec brakes, suppressors etc.).

1.5.3 STANDARD LEGACY SERVICE CARBINE – (SLC) CLASS

Carbines in this class must comply with:

- Barrel length **shorter than 18,1 inches**, and
- **Longer than 12,5 inches;**
- Unloaded mass **less than 4,3 kilograms**.

Optics:

- No optical sights permitted.
- Factory or faithfully-emulated iron sights only.

Furniture & Accessories:

- As per SLR.

1.5.4 ENHANCED LEGACY SERVICE CARBINE – (ELC) CLASS

Carbines in this class must comply with:

- Barrel length **shorter than 18,1 inches**, and
- **Longer than 12,5 inches;**
- Unloaded mass **less than 4,3 kilograms**.

Optics:

- Optical sights required.
- Unmagnified or magnified optics allowed.

Furniture & Accessories:

- As per ELR.

1.5.5 LEGACY COMPACT CARBINE – (LCC) CLASS

Compact Carbines in this class must comply with the following:

- **Overall length (stock unfolded) may not exceed 33,63 inches (855 mm).**
- Barrel length may not exceed **12,5 inches**.
- Unloaded mass may not exceed **3,6 kilograms**.

Optics:

- Optical sights permitted if suitable for patrol or deployment use.

Furniture & Accessories:

- Aftermarket service-appropriate accessories permitted.
- Recoil mitigation devices permitted (mil-spec brakes, compensators, suppressors).

1.6 PISTOL-CALIBRE CARBINE CLASSES

PISTOL-CALIBRE CARBINE CLASS OVERVIEW

Pistol-Calibre Carbines (PCCs) used in Spectre Tactical Shooting are shoulder-fired firearms chambered in traditional handgun calibres, intended to bridge the gap between handguns and rifles in close- to medium-range applications.

These platforms are commonly employed in law-enforcement, security, and specialised civilian contexts where controllability, rapid follow-up shots, and compatibility with handgun ammunition are advantageous.

Pistol-Calibre Carbine Classes are designed to reflect realistic patrol, duty, and defensive configurations rather than competition-optimised sporting carbines.

GENERAL PISTOL-CALIBRE CARBINE CLASS RULES

The following apply to all Pistol-Calibre Carbine Classes unless otherwise stated:

Calibre Categories

- Pistol-calibre carbines are classified as **Minor** or **Major** calibre on the same basis as handguns.
- See **Chapter 2 – Calibre Categories**, section **2.2 Rifles & Pistol-Calibre Carbines**.

Dimensional & Mass Limits

All PCCs must comply with the following **maximum** limits:

- Overall length (stock unfolded): 959 mm.
- Barrel length: 16,6 inches.
- Unloaded mass: 4,5 kilograms

Safety & Equipment Requirements

- All firearms must comply with the safety requirements set out in Chapter 5.

Carry Method

- All PCCs and carbines must be carried with a sling suitable for patrol or deployment use.

Competition Scope

- Pistol-Calibre Carbines compete only against firearms within the same Class.

Match Director Discretion

- The MD retains final authority regarding:
 - Suitability of the firearm to the Spirit of Spectre.
 - Acceptability of accessories, optics, and modifications.
 - Safety compliance and match-specific requirements.

1.6.1 STANDARD PISTOL-CALIBRE CARBINE (SPC) CLASS

Pistol-calibre carbines in this class must comply with:

Optics:

- No optical sights permitted.
- Aftermarket sights are permitted only if they faithfully emulate the design and function of original factory-fitted sights.

Furniture & Accessories:

- Only original factory accessories and furniture permitted.
- Aftermarket stocks, grips, handguards, rails, triggers, bolts, or internal components are not permitted unless they directly and faithfully emulate the form and functionality of original factory components.
- No competition-oriented accessories permitted.

Recoil & Report Mitigation:

- Recoil or report mitigation systems limited to mil-spec muzzle devices.

1.6.2 ENHANCED PISTOL-CALIBRE CARBINE (EPC) CLASS

Pistol-calibre carbines in this class must comply with:

Optics:

- Optical sights required and must be suitable for patrol or deployment use (can be magnified or unmagnified).

Furniture & Accessories:

- Aftermarket stocks, grips, handguards, rails, triggers, bolts, or internal components are permitted if they are suitable for patrol or deployment use.

Recoil & Report Mitigation:

- Recoil or report mitigation systems limited to mil-spec muzzle devices.

1.7 PRECISION RIFLE / CARBINE CLASSES

PRECISION RIFLE / CARBINE CLASS OVERVIEW

Precision Rifles and Carbines used in Spectre Tactical Shooting are firearms specifically designed and configured for medium- and long-range precision shooting, emphasising accuracy, ballistic consistency, and shooter skill over speed of engagement.

These platforms reflect real-world applications such as designated marksman, reconnaissance, and precision-engagement roles, and are employed in scenarios where deliberate shot placement and environmental analysis are critical.

Precision Rifle / Carbine Classes prioritise marksmanship, wind-reading, range estimation, and efficient ammunition use under time pressure.

GENERAL PRECISION RIFLE / CARBINE CLASS RULES

The following apply to all Precision Rifle / Carbine Classes unless otherwise stated:

Engagement Distances

Precision shooting is divided into:

- Medium Range: 200–500 metres.
- Long Range: beyond 500 metres.

Calibre Categories

- Precision rifles and carbines are classified as **Intermediate** or **Full Power** calibre categories.
- See **Chapter 2 – Calibre Categories**, section **2.2 Rifles & Pistol-Calibre Carbines**.

Safety & Equipment Requirements

- All firearms must comply with the safety requirements set out in Chapter 5.

Carry Method

- All precision rifles and carbines must be carried with a sling suitable for patrol or deployment use.

Ancillary Equipment

Shooters may make use of:

- Wind-reading devices.
- Range-finding devices.
- Pre-prepared elevation and windage data (dope charts).

Competition Scope

- Precision Rifles and Carbines compete only against firearms within the same Class.

Dimensional & Mass Limits

Dimensional and mass limits for Precision Rifles are defined at subclass level where applicable.

Match Director Discretion

- The MD retains final authority regarding:
 - Suitability of the firearm to the Spirit of Spectre.
 - Acceptability of accessories, optics, and modifications.
 - Safety compliance and match-specific requirements.

1.7.1 LONG-RANGE RIFLE (LRR) CLASS

Precision rifles in this class must comply with the following:

Platform

- Semi-automatic or bolt-action centrefire rifles.

Calibre

- Must be chambered in a *Full Power* calibre.
- See Chapter 2 – Calibre Categories, section 2.2 Rifles & Pistol-Calibre Carbines.

Barrel Length

- Minimum barrel length of 21 inches.

Optics:

- Optical sight required.
- Optic must provide a **minimum of 15× maximum magnification capability**.

Furniture & Accessories:

- Use of aftermarket stocks, handguards, rails, triggers, bolts, and other internal components is permitted.
- Bipods and other suitable precision-oriented accessories are permitted.

Recoil & Report Mitigation

- Recoil and / or report mitigation systems are permitted.

1.7.2 DESIGNATED MARKSMAN RIFLE / CARBINE (DMR) CLASS

Rifles in this class must comply with the following:

Platform

- Civilian or commercial variants of firearms that are or were in service with any military or police unit.
- Semi-automatic rifles or carbines only.

Calibre

- May be chambered in *Intermediate* or *Full Power* calibre categories.
- See Chapter 2 – Calibre Categories, section 2.2 Rifles & Pistol-Calibre Carbines.

Barrel Length

- Minimum barrel length of 16 inches.

Magazine Capacity

- Minimum magazine capacity of 10 rounds.

Optics:

- Optical sight required.
- Optics must provide:
 - Minimum magnification of 3,5×
 - Maximum magnification of 15×
- Variable-magnification optics are permitted.

Furniture & Accessories:

- Use of aftermarket stocks, grips, handguards, rails, triggers, bolts, and internal components is permitted provided they are suitable for DMR use.

Recoil & Report Mitigation

- Recoil and / or report mitigation systems are permitted.

1.7.3 SCOUT RIFLE (SR) CLASS

Scout Rifles in this class must comply with the following:

Platform

- Bolt-action rifle only.

Calibre

- Must be chambered in .308 Winchester.

Dimensions & Mass

- Overall length may not exceed 40 inches (1 metre).
- Maximum unloaded mass of 3 kilograms (6.6 pounds).

Sighting System:

- Must be fitted with iron sights or optics.
- Optics must be **forward-mounted, low-magnification telescopic sights**, typically between 2× and 3× power, to preserve peripheral vision.

Trigger

- Aftermarket triggers are permitted provided a **minimum 3-pound trigger pull** is maintained

Furniture & Accessories:

- Rifle must be fitted with a practical sling.
- Bipods and other suitable accessories are permitted.

Recoil & Report Mitigation

- Recoil and / or report mitigation systems are permitted.

CHAPTER 2 – CALIBRE CATEGORIES

Calibre categories exist to balance recoil management, terminal performance, target interaction, and safety considerations across different firearm platforms. These categories are not intended to reward ballistic advantage, but to ensure equitable scoring and safe engagement of targets.

Calibre categories are divided into two sections – one pertaining handgun calibres, and the other pertaining to rifle calibres and pistol-calibre carbines.

Depending on future developments regarding new ammunition types, terminal ballistic performance, C.I.P. reclassifications, etc. this section will be updated and amended as necessary.

2.1 HANDGUNS

Centrefire handgun ammunition is classified as **Minor** or **Major Category** based on measured ballistic performance expressed as Power Factor (PF). It is calculated as follows: $PF = (\text{Bullet Mass (grains)} \times \text{Muzzle Velocity (feet per second)}) / 1000$.

- **Minimum PF for Minor Category is 125.**
- **Minimum PF for Major Category is 165** – easily met by .40S&W and .357 SIG travelling at standard velocities and bullet weights as factory-loaded.

Power Factor may be verified by the Match Director if there is reasonable doubt regarding compliance. In the absence of verification, factory ammunition is presumed compliant unless clearly unsafe or unsuitable.

2.2 RIFLES & PISTOL-CALIBRE CARBINES

Centrefire rifle ammunition is classified as **Full Power** or **Intermediate** based on Permanent International Commission for Firearms Testing (C.I.P.) classification standards. See *Appendix A – List of Intermediate Calibre Cartridges*.

All cartridges that exceed C.I.P. classification standards for **Intermediate** are automatically classified as **Full Power**.

Pistol-Calibre Carbines are classified as either **Minor** or **Major** on the same basis as Handguns (see *2.1 Handguns* above).

CHAPTER 3 – SPORTING DIVISIONS

How to Use This Chapter

Each Sporting Division defines the *type of problems* competitors *will* be required to solve, rather than merely prescribing distances, targets, or firearm types.

Courses of Fire (COFs) are designed and briefed by the Match Director in accordance with the principles of the selected Division.

Competitors are responsible for selecting Firearm Classes suitable for the Division and COFs presented. When in doubt, competitors must consult the Match Director before shooting.

Sporting Division Summary Table

Division	Movement	Planning	Permitted Firearms	Scoring Model	Primary Skill Emphasis
Close-Quarter Sporting (CQ)	High	None	Handgun, Shotgun, Rifle	Positive (Par Time)	Tactics, movement, cover
Drill-Based Sporting (DB)	Moderate	Limited	Handgun, Shotgun, Rifle	Negative (Timer)	Fundamentals & consistency
Qualification Shoot (QS)	Fixed	Fixed	As per standard	As per standard	Standard compliance
Bush Lane (BL)	High	None	Handgun, Shotgun, Rifle	Positive (Par Time)	Navigation & judgment
Long-Range (LR)	Static	None	Precision Rifle	Special (Hits vs Shots)	Ballistics & precision

Table 3.1 – Sporting Division Summary

FORMAL RULE BLOCKS

Steel Target Safety Rule

Steel targets may only be engaged when the Match Director has confirmed that:

- The firearm type and Firearm Class are suitable;
- The calibre category is appropriate;
- The engagement distance meets minimum safety requirements;
- The target construction and mounting are suitable for the firearm and ammunition used.

When in doubt, steel targets must not be engaged.

3.1 CLOSE-QUARTER SPORTING (CQ) DIVISION

PURPOSE

The Close-Quarter Sporting (CQ) Division is designed to test a competitor's ability to solve realistic close-range defensive problems under time pressure. It emphasises tactically correct movement, effective use of cover and concealment, target discrimination, and rapid decision-making in confined or complex environments.

CQ Division prioritises **realistic engagement distances, adaptive problem-solving, and correct application of defensive shooting principles**, rather than pre-planned or choreographed execution.

PERMITTED FIREARMS

Handguns, Shotguns, and Rifles may be used in the CQ Division, subject to the specific Course of Fire (COF) design and safety considerations as determined by the Match Director.

Competitors are responsible for selecting Firearm Classes appropriate to the CQ scenarios presented.

ENGAGEMENT DISTANCES

Minimum Engagement Distances

- Handguns (steel targets): **15 metres**
- Shotguns (steel targets): **10 metres**
- Rifles (steel targets): **50 metres**

Maximum Engagement Distance

- **50 metres**

There is no minimum engagement distance for paper or cardboard targets, subject to range safety rules and Match Director approval.

COURSE DESIGN CHARACTERISTICS

CQ Division Courses of Fire are characterised by:

- Movement through confined or restricted spaces.
- Use of cover and concealment.
- Shooting on the move where appropriate.
- Limited visibility and complex angles of engagement.
- Multiple target types, including threat and non-threat targets.

Environmental constraints may be simulated using artificial structures or obstacles such as walls, doorways, barrels, tyres, or similar items to restrict movement, vision, or angles of approach.

Where appropriate, **cardiovascular or physical exertion** may be imposed immediately prior to commencing a COF in order to simulate stress and fatigue.

Examples include, but are not limited to:

- Sprints
- Burpees
- Kettlebell movements
- Tyre flips

Such exertion must always be applied in a manner that preserves safety.

SCORING MODEL

CQ Division uses the **Positive Scoring Model** with an associated **Par Time**.

- Points are awarded for hits in designated Hit Zones.
- Penalties are subtracted from the shooter's score.
- Failure to complete the COF within par time results in unengaged targets being scored as misses.

See Chapter 4 – Scoring, Penalties & Equipment Failure for detailed scoring mechanics.

USE OF COVER & CONCEALMENT

CQ Division **always applies Use of Cover bonuses**.

Competitors are expected to make rational and effective use of available cover and concealment when engaging targets, reloading, and moving through the course.

Use of cover is scored in accordance with section 4.1.3 – *Using Cover & Concealment*.

PLANNING & WALKTHROUGH RESTRICTIONS

Pre-shoot walkthroughs, rehearsals, or choreographed stage planning are **not permitted** in CQ Division.

Competitors will be required to adapt to the scenario as presented, in keeping with the Spirit of Spectre Tactical Shooting.

MATCH DIRECTOR AUTHORITY

The Match Director retains final authority regarding:

- COF design and briefing.
- Firearm suitability for specific CQ scenarios.
- Engagement distances and target selection.
- Application of scoring and penalties.
- Any safety-related decisions during the match.

All Match Director decisions in the interests of safety are final.

DIVISION SUMMARY

The Close-Quarter Sporting Division rewards competitors who can:

- Move decisively and safely under pressure.
- Apply correct tactics rather than pure speed.
- Adapt without prior planning.
- Use cover intelligently.
- Solve realistic close-range problems efficiently.

CQ Division reflects the core ethos of Spectre Tactical Shooting: **realism, adaptability, and disciplined execution under stress.**

3.2 DRILL-BASED SPORTING (DB) DIVISION

PURPOSE

The Drill-Based Sporting (DB) Division is designed to test a competitor's fundamental shooting skills under controlled, repeatable conditions.

It emphasises **marksmanship fundamentals, weapon handling, and consistency of execution**, rather than tactical movement, navigation, or scenario-driven problem solving.

DB Division prioritises accuracy, recoil control, reload efficiency, and disciplined firearm manipulation, with reduced emphasis on environmental complexity or decision-making under uncertainty.

PERMITTED FIREARMS

Handguns, Shotguns, and Rifles may be used in the DB Division, subject to the specific Course of Fire (COF) design and safety considerations as determined by the Match Director.

Competitors are responsible for selecting Firearm Classes appropriate to the drills presented.

ENGAGEMENT DISTANCES

Minimum Engagement Distances

- Handguns (steel targets): **15 metres**
- Shotguns (steel targets): **10 metres**
- Rifles (steel targets): **50 metres**

Maximum Engagement Distance

- **50 metres**

There is no minimum engagement distance for paper or cardboard targets, subject to range safety rules and Match Director approval.

COURSE DESIGN CHARACTERISTICS

DB Division Courses of Fire are characterised by:

- Clearly defined shooting positions or firing points.
- Limited or no movement between firing points.
- Pre-defined target arrays and engagement sequences.
- Repetitive or standardised drills designed to measure consistency.

Courses are typically designed to isolate specific shooting skills, such as:

- Draw and presentation.
- Reloading under time pressure.
- Target transitions.
- Recoil management and cadence.

Environmental complexity, navigation, and target discrimination are intentionally minimised.

SCORING MODEL

DB Division uses the **Negative Scoring Model**, measured against elapsed time.

- Time penalties are applied for misses, procedural errors, and safety violations.
- Accuracy and correct execution are prioritised over raw speed.

See Chapter 4 – *Scoring, Penalties & Equipment Failure* for detailed scoring mechanics.

USE OF COVER & CONCEALMENT

Use of cover and concealment **does not apply** in DB Division unless explicitly specified by the Match Director in the COF briefing.

Competitors are not penalised for engaging targets without the use of cover unless cover requirements are clearly stated.

PLANNING & WALKTHROUGH RESTRICTIONS

Limited pre-shoot walkthroughs may be permitted in DB Division, subject to Match Director approval.

Such walkthroughs are intended to clarify drill structure and target layout only, and may not be used to rehearse timing, movement, or engagement cadence.

MATCH DIRECTOR AUTHORITY

The Match Director retains final authority regarding:

- Drill design and briefing.
- Firearm suitability for specific DB drills.
- Engagement distances and target selection.
- Application of scoring and penalties.
- Any safety-related decisions during the match

All Match Director decisions in the interests of safety are final.

DIVISION SUMMARY

The Drill-Based Sporting Division rewards competitors who can:

- Demonstrate strong shooting fundamentals.
- Execute drills consistently and safely.
- Balance speed with accuracy and discipline.
- Perform under time pressure without reliance on tactics or scenario cues.

DB Division exists to measure **core shooting competence** in a controlled and repeatable environment.

3.3 QUALIFICATION SHOOT (QS) DIVISION

PURPOSE

The Qualification Shoot (QS) Division is designed to assess a competitor's ability to meet defined performance standards under controlled and repeatable conditions.

It serves as a **baseline evaluation** of competence in firearm handling, marksmanship, and procedural compliance, rather than as a competitive or scenario-driven division.

QS Division prioritises **consistency, safety, and adherence to prescribed standards** over speed, tactics, or adaptive problem solving.

PERMITTED FIREARMS

Only firearms and Firearm Classes explicitly specified in the Qualification Shoot Course of Fire may be used in the QS Division.

Competitors must ensure their equipment complies with the requirements of the specific qualification being undertaken.

ENGAGEMENT DISTANCES

Engagement distance limits are determined by the prescriptions of the applicable Qualification Shoot Course of Fire.

COURSE DESIGN CHARACTERISTICS

QS Division Courses of Fire are characterised by:

- Fixed firing points.
- Prescribed target arrays.
- Defined engagement sequences.
- Standardised round counts and time limits.

Courses are designed to be **repeatable and comparable** across different matches and venues.

No variation, improvisation, or discretionary modification of the COF is permitted unless required for safety.

SCORING MODEL

QS Division uses the **scoring model specified in the qualification standard** being conducted.

This may include, but is not limited to:

- Pass / Fail evaluation.

- Minimum score thresholds.
- Time-based standards.

Scoring criteria and pass requirements must be clearly briefed prior to the commencement of the qualification.

USE OF COVER & CONCEALMENT

Use of cover and concealment **does not apply** in QS Division unless explicitly included in the qualification standard.

Competitors are not penalised for engaging targets without the use of cover unless such requirements are clearly defined.

PLANNING & WALKTHROUGH RESTRICTIONS

Pre-shoot walkthroughs are permitted in QS Division to the extent necessary to understand the prescribed course layout and procedures, but only if allowed by the rules and standards of the applicable qualification standard.

Walkthroughs may not be used to rehearse timing, cadence, or engagement techniques beyond what is required for procedural clarity.

MATCH DIRECTOR AUTHORITY

The Match Director retains final authority regarding:

- Verification of equipment compliance.
- Enforcement of qualification standards.
- Interpretation of scoring criteria.
- Application of safety rules.
- Any safety-related decisions during the qualification.

All Match Director decisions in the interests of safety are final.

DIVISION SUMMARY

The Qualification Shoot Division ensures that competitors can:

- Meet clearly defined performance standards.
- Handle firearms safely and correctly.
- Follow instructions and procedures precisely.
- Demonstrate baseline shooting competence.

QS Division exists to establish **minimum standards**, not to determine competitive ranking.

3.4 BUSH LANE (BL) DIVISION

PURPOSE

The Bush Lane Sporting (BL) Division is designed to test a competitor's ability to navigate unfamiliar terrain, identify and engage targets, and manage time and resources without prior planning.

It emphasises **navigation**, **situational awareness**, and **decision-making under uncertainty**, while still requiring competent marksmanship and safe firearm handling.

BL Division prioritises adaptability and judgment over memorisation or pre-planned execution.

PERMITTED FIREARMS

Handguns, Shotguns, and Rifles may be used in the BL Division, subject to the specific Course of Fire (COF) design and safety considerations as determined by the Match Director.

Competitors are responsible for selecting Firearm Classes appropriate to the Bush Lane environment presented.

ENGAGEMENT DISTANCES

Minimum Engagement Distances

- Handguns (steel targets): **15 metres**
- Shotguns (steel targets): **10 metres**
- Rifles (steel targets): **50 metres**

Maximum Engagement Distance

- **300 metres**

There is no minimum engagement distance for paper or cardboard targets, subject to range safety rules and Match Director approval.

COURSE DESIGN CHARACTERISTICS

BL Division Courses of Fire are characterised by:

- Movement through natural or simulated outdoor terrain.
- Unmarked or partially marked shooting positions.
- Targets revealed progressively as the competitor advances.
- Multiple possible routes or engagement sequences.

Competitors are required to make real-time decisions regarding:

- Route selection.
- Engagement order.
- Target prioritisation.
- Time management.

Pre-shoot walkthroughs, rehearsals, or memorisation of the course layout are **not permitted**.

SCORING MODEL

BL Division uses the **Positive Scoring Model** with an associated **Par Time**.

- Points are awarded for hits in designated Hit Zones.
- Penalties are subtracted from the shooter's score.
- Failure to complete the COF within par time results in unengaged targets being scored as misses.

See Chapter 4 – *Scoring, Penalties & Equipment Failure* for detailed scoring mechanics.

USE OF COVER & CONCEALMENT

Use of cover and concealment **may apply** in BL Division where natural terrain, vegetation, or artificial obstacles provide meaningful cover.

Where applicable, cover requirements will be specified by the Match Director in the COF briefing.

PLANNING & WALKTHROUGH RESTRICTIONS

Pre-shoot walkthroughs, rehearsals, or prior reconnaissance of the course layout are **not permitted** in BL Division.

Competitors are expected to adapt to the environment as encountered, in keeping with the Spirit of Spectre Tactical Shooting.

MATCH DIRECTOR AUTHORITY

The Match Director retains final authority regarding:

- Course layout and environmental design.
- Firearm suitability for specific BL environments.
- Engagement distances and target placement.
- Application of scoring and penalties.
- Any safety-related decisions during the match.

All Match Director decisions in the interests of safety are final.

DIVISION SUMMARY

The Bush Lane Sporting Division rewards competitors who can:

- Navigate unfamiliar terrain efficiently.
- Identify and prioritise targets under uncertainty.
- Balance speed, accuracy, and judgment.
- Adapt without prior knowledge or planning.

BL Division reflects real-world conditions where **situational awareness and decision-making** are as important as marksmanship.

3.5 LONG-RANGE (LR) DIVISION

PURPOSE

The Long-Range (LR) Division is designed to test a competitor's ability to engage targets accurately at extended distances under time pressure.

It emphasises **precision marksmanship, ballistic knowledge, wind reading, and equipment management**, rather than close-range tactics, movement, or navigation.

LR Division prioritises **deliberate shot placement and ballistic problem-solving** over speed of engagement or volume of fire.

PERMITTED FIREARMS

Only Precision Rifles and Carbines eligible under Chapter I, Section 1.7 may be used in the LR Division.

Competitors are responsible for ensuring that their firearm, calibre, and optic configuration are suitable for the distances and conditions presented.

ENGAGEMENT DISTANCES

Engagement distances are determined by the Match Director and the nature of the Course of Fire, with medium range defined as 200–500 m and long range beyond 500 m.

COURSE DESIGN CHARACTERISTICS

LR Division Courses of Fire are characterised by:

- Static or minimally mobile firing positions.
- Known or unknown target distances.
- Limited round counts.
- Time-constrained engagements.

Courses may require competitors to:

- Estimate distance.
- Apply ballistic corrections.
- Manage wind effects.
- Engage targets from improvised or supported positions.

Movement, if present, is limited to positional transitions rather than navigation or route selection.

SCORING MODEL

LR Division uses a **Special Scoring Model** appropriate to precision shooting.

Scoring may include, but is not limited to:

- Hits versus shots fired.
- Tiered target difficulty.
- Time penalties for missed or unengaged targets.

Scoring methodology will be clearly defined in the COF briefing.

See Chapter 4 – *Scoring, Penalties & Equipment Failure* for applicable scoring principles.

USE OF COVER & CONCEALMENT

Use of cover and concealment **does not apply** in LR Division.

Barriers, terrain, or structures may be used for **support or stability**, but are not scored as cover.

PLANNING & WALKTHROUGH RESTRICTIONS

Pre-shoot walkthroughs are permitted in LR Division to familiarise competitors with firing positions, target locations, and safety considerations.

Walkthroughs may not be used to range targets, record ballistic data, or rehearse engagement sequences unless explicitly permitted by the Match Director.

MATCH DIRECTOR AUTHORITY

The Match Director retains final authority regarding:

- Target placement and engagement distances
- Calibre and equipment suitability
- Course design and firing positions
- Scoring methodology
- Any safety-related decisions during the match

All Match Director decisions in the interests of safety are final.

DIVISION SUMMARY

The Long-Range Division rewards competitors who can:

- Apply ballistic knowledge accurately
- Read environmental conditions effectively
- Manage limited ammunition efficiently
- Deliver precise fire under time constraints

LR Division reflects the precision-shooting component of Spectre Tactical Shooting, where **accuracy and judgment outweigh speed**.

3.6 FIREARM TRANSITIONS WITHIN A COURSE OF FIRE

Spectre Tactical Shooting permits the integration of multiple firearm types within a single Course of Fire (COF), including transitions between long guns and handguns, where explicitly designed and briefed by the Match Director.

Transitions are a **procedural element of stage design**, not a scoring mechanism. All transitions must be executed in a manner consistent with safe firearm handling principles as defined in Chapter 5.

3.6.1 GENERAL PRINCIPLES

- Firearm transitions are only permitted on stages explicitly designed and briefed for such transitions.
- The method of transition must be clearly specified during the COF briefing.
- Competitors may only transition between firearms in the manner prescribed for that stage.

Any unsafe firearm handling during a transition constitutes grounds for immediate disqualification in accordance with Section 4.6.

3.6.2 REQUIREMENT FOR AN EMPTY LONG GUN

A competitor may only transition from a rifle or shotgun to a handgun when the long gun is empty.

For the purposes of Spectre Tactical Shooting, a long gun is considered empty when no ammunition remains available to the feeding system by stage design or administrative clearing, as applicable to the approved transition method.

Under no circumstances may a competitor transition with a loaded long gun.

3.6.3 APPROVED TRANSITION METHODS

The following transition methods are recognised as acceptable within Spectre Tactical Shooting. The Match Director may specify which method applies to a given stage.

3.6.3.1 RUN-DRY SLING TRANSITION

Where a Course of Fire mandates a fixed number of rounds to be loaded into a rifle or shotgun, and stage design ensures that all long-gun targets are engaged using those rounds with no opportunity for make-up shots (i.e. a limited stage), a run-dry sling transition may be used, provided that all of the following conditions are met:

- a) The long gun is run dry by design, with no ammunition remaining in the feeding system;
- b) The final long-gun target(s) are engaged using the last available round(s);
- c) The safety is applied immediately after the final engagement;
- d) The firearm is retained using an approved sling in a stable, muzzle-safe orientation;
- e) The competitor then transitions directly to the handgun.

This method is commonly described as “run it dry, put it on safe, and let it hang”.

This method is only permitted on stages explicitly designed and briefed for its use.

3.6.3.2 DUMP-BARREL TRANSITION

This is a **non-sling alternative** to the Run-Dry Sling Transition. A designated transition point is provided where an empty long gun may be placed into a clearly marked, padded, or lined container before the competitor draws and employs their handgun.

For dump-barrel transitions, all of the following conditions must be met:

- a) The long gun is run dry by stage design, in the same manner as with Run-Dry Sling Transitions;
- b) The safety is applied immediately after the final long-gun engagement;
- c) The firearm is safely placed into the designated container;

d) The firearm must be fully contained within the container before the competitor may draw the handgun.

3.6.4 MATCH DIRECTOR AUTHORITY

The Match Director retains final authority regarding:

- Whether firearm transitions are permitted on a stage;
- Which transition method applies;
- Stage design measures required to ensure transitions can be executed clearly and without ambiguity.

CHAPTER 4 – SCORING, PENALTIES & EQUIPMENT FAILURE

4.1 SCORING MODELS USED IN SPECTRE TACTICAL SHOOTING

Spectre Tactical Shooting employs different scoring models depending on the Sporting Division and the nature of the Course of Fire (COF).

The primary scoring models are:

- **Positive Scoring**, used primarily in Close-Quarter (CQ) and Bush Lane (BL) Divisions;
- **Negative Scoring**, used primarily in the Drill-Based (DB) Division;
- **Special Scoring Models**, used in the Long-Range (LR) Division and Qualification Shoots (QS).

The applicable scoring model for each COF will be specified by the Match Director during the COF briefing.

4.1.1 POSITIVE SCORING MODEL

Under the Positive Scoring Model, a competitor's score is determined by the total number of points accumulated for hits in designated Hit Zones, adjusted by penalties and bonuses as applicable, and subject to a Par Time. Higher scores indicate better performance.

4.1.2 NEGATIVE SCORING MODEL

Under the Negative Scoring Model, a competitor's score is determined by elapsed time, with additional time added for peripheral hits, misses, and penalties. Lower times indicate better performance.

4.1.3 MATCH DIRECTOR DISCRETION

The Match Director may adapt scoring methodologies to accommodate target types, environmental conditions, or match-specific requirements, provided such adaptations are briefed to competitors prior to the commencement of the COF.

4.2 GENERAL SCORING PRINCIPLES

Scoring is designed to reward competitors for achieving accurate hits in designated Hit Zones, either in the shortest possible time or at or under Par Time, depending on the scoring model used. Where applicable, correct use of cover and concealment forms an integral part of the final score.

4.2.1 PAR TIME

Par Time is a benchmark defined as the acceptable time within which a skilled and competent shooter is expected to successfully complete a specific Course of Fire while adhering to safety, accuracy, and tactical requirements.

Par Time is primarily used in the Close-Quarter (CQ) and Bush Lane (BL) Divisions and may also be applied in Qualification Shoots (QS) or other Divisions where explicitly specified by the Match Director.

Par Time serves the following purposes:

- To introduce realistic urgency without encouraging reckless behaviour;
- To prevent excessive time-wasting and stagnation during a COF;
- To ensure results remain measurable, comparable, and consistent across matches and seasons.

Par Times used by Spectre Tactical Shooting are not arbitrary. They are derived from realistic performance standards informed by the work and legacy of recognised practitioners and instructors such as Lt. Col. Jeff Cooper, Ken Hackathorn, Massad Ayoob, Louis Awerbuck, Pat McNamara, Dave Spaulding, and others.

The consequences of exceeding Par Time are defined in Section 4.2.4.

4.2.2 HIT ZONES

All cardboard and paper targets are assigned designated Hit Zones (HZs), except where otherwise specified for Long-Range Division scoring.

Examples of acceptable Hit Zones include:

- The A (Alpha) Zone on IPSC-style targets;
- The -0 (Down Zero) zone on IDPA-style targets.

The area immediately adjacent to the Hit Zone is defined as the Peripheral Zone (PZ) and includes:

- C (Charlie) and D (Delta) zones on IPSC-style targets; or
- -1 (Down One) and -3 (Down Three) zones on IDPA-style targets.

Unless otherwise stipulated by the Match Director during the COF briefing, targets are scored based on the best two (2) scoring hits per target only. Filling-in of targets is permitted unless targets or stages are explicitly limited.

Hit Zone engagement requirements are as follows:

- Minor, Major, Intermediate, and Full Power calibre categories: two (2) scoring hits;
- Shotguns: one (1) scoring hit.

IPSC / IDPA-Type Target Scoring Values

Zone	Negative Scoring	Positive Scoring
Hit Zone (HZ)	+0 seconds	+7 points
Peripheral Zone I (PZI)	+1 second	+3 points
Peripheral Zone II (PZII)	+3 seconds	+1 point

Under the Negative Scoring Model, each point scored represents one second added to the competitor's time.

Under the Positive Scoring Model, points are accumulated and tallied.

A miss is scored as plus seven (7) seconds added to the competitor's time, or minus seven (7) points from the competitor's score.

4.2.2.1 FALLING STEEL TARGETS

Falling steel targets are scored as a hit when the plate or target falls. If a plate is displaced into a position where it cannot reasonably be re-engaged, it will be scored as a hit.

All falling steel targets must be engaged until down, unless engagement is prevented by Par Time expiration or ammunition limitations specified in the COF.

Scoring for falling steel:

- Plate knocked down: +0 seconds or +7 points;
- Plate left standing: +7 seconds or -7 points per plate.

Falling steel must be calibrated such that a 9×19 mm 124-grain bullet travelling at approximately 1000 feet per second (or equivalent energy) will reliably knock the plate down. If this standard is met, the steel is considered adequately calibrated.

4.2.2.2 HANGING STEEL TARGETS

Hanging steel targets are scored based on observable impact within the target's designated Hit Zone.

Hit Zones may consist of:

- The entire steel target; or
- A clearly marked zone identified by a nominated paint colour, which must be briefed to all competitors.

A successful engagement requires two (2) scoring hits within the Hit Zone or Peripheral Zone, unless otherwise specified by the Match Director.

Scoring for hanging steel:

- Hit Zone hit: +0 seconds or +7 points;
- Peripheral Zone hit: +1 second or +3 points.

A miss, defined as failure to achieve the required two scoring hits, is scored as +7 seconds or -7 points.

Range Officers are responsible for calling and recording hits. Targets must be repainted or otherwise reset as required to ensure accurate hit confirmation.

4.2.3 USING COVER & CONCEALMENT

Spectre Tactical Shooting strongly encourages the correct and rational use of cover and concealment where applicable. Effective use of cover is considered a core defensive and tactical skill and is positively reinforced through scoring bonuses rather than punitive penalties.

Use of cover is evaluated by the Range Officer on a three-point scale for each discrete use of cover. A “use of cover” refers to a distinct engagement, reload, or movement action where cover is available and relevant.

The scoring scale is as follows:

No Use or Attempted Use of Cover

Examples include standing fully exposed while engaging targets or reloading despite available cover, or failing to slice the pie around corners.

Imperfect Use of Cover

Examples include partial use of cover with excessive body exposure, standing upright behind low cover, or inconsistent positioning.

Good or Perfect Use of Cover

Examples include minimising exposure, reloading behind cover, avoiding fatal funnels, varying engagement positions, and slicing the pie correctly.

Scoring adjustments per use of cover:

- No Use of Cover: -0 seconds or +0 points
- Imperfect Use of Cover: -1 second or +3 points
- Good / Perfect Use of Cover: -2 seconds or +6 points

Verbal reminders or encouragement by Range Officers during a COF are permitted and encouraged. When in doubt, competitors must be given the benefit of the doubt.

For COFs involving multiple cover positions, the Match Director may apply an aggregate cover score based on overall performance. Aggregate scoring must be briefed to competitors prior to the commencement of the COF.

Cover scoring is never applied in DB or LR unless explicitly stated

4.2.4 COMPLETING COURSES OF FIRE: ACCURACY, SPEED, AND TACTICS

COMBINED

Courses of Fire are completed either against a shot timer or under a Par Time restriction, as specified by the Match Director.

Under the Negative Scoring Model, the competitor's COF score is their elapsed time plus seconds added for Peripheral Zone hits, misses, and penalties, minus any applicable cover bonus.

Under the Positive Scoring Model, the competitor's COF score is the total points accumulated for Hit Zone and Peripheral Zone hits, minus points for misses, plus any applicable cover bonus.

Failure to engage a target results in two (2) misses being scored per target, with no additional procedural penalties.

If a competitor exceeds Par Time without completing the COF, any targets not engaged after Par Time expiration are scored as two misses per target.

Summary of Score Calculation

Negative Scoring Model (Shot Timer):

Final COF Score = Elapsed Time

- Seconds added for PZ hits
- 7 seconds per miss – Use of Cover bonus

Positive Scoring Model (Par Time):

Final COF Score = Points from HZ and PZ hits – 7 points per miss

- Use of Cover bonus

4.3 LONG-RANGE DIVISION SCORING

The Long-Range (LR) Division uses a dedicated scoring model designed to prioritise precision, ballistic judgment, and efficient ammunition management over volume of fire or raw speed.

Long-Range scoring differs fundamentally from CQ, BL, and DB Divisions and is based on a **Hit / Miss evaluation of steel targets**, combined with shot economy and time discipline.

4.3.1 TARGET TYPES AND HIT CONFIRMATION

Long-Range Division targets consist exclusively of steel plates or gongs of varying sizes and difficulty.

A hit is recorded when **any audible or clearly observable visual reaction** is produced on the target as a result of a fired shot. Hits must be called and confirmed by the designated Range Officer (RO).

Ricochets, splash, dust impact, or near misses do not constitute a hit.

4.3.2 ENGAGEMENT ATTEMPTS

Unless otherwise specified by the Match Director in the Course of Fire (COF) briefing:

- Each hanging steel target may be engaged with a **maximum of two (2) shots**.
- Failure to achieve a hit within the allowed attempts constitutes a miss for that target.
- Additional shots beyond the permitted attempts are not allowed and may incur penalties if fired.

This limitation is intended to reinforce deliberate shot placement and ballistic discipline.

4.3.3 SCORING METHODOLOGY

Scoring in the Long-Range Division is determined using the following criteria, listed in order of precedence:

1. **Total number of confirmed hits.**
2. **Total number of shots fired.**
3. **Completion time**, provided the competitor remains within Par Time (if applicable).

Competitors are ranked according to:

- The **highest number of hits**, achieved with
- The **fewest number of shots fired**

Where a Par Time is applied to the COF:

- All competitors who complete the COF within Par Time will rank above competitors who exceed Par Time.
- Shots fired or hits achieved after Par Time expiration do not count.

In the event that two or more competitors achieve the same number of hits using the same number of shots and remain within Par Time, ranking will be determined by the fastest completion time. If competitors remain tied, they will share placing.

4.3.4 PAR TIME APPLICATION IN LONG-RANGE DIVISION

Par Time in the Long-Range Division is used to prevent excessive time expenditure and to preserve match flow, rather than to induce speed.

When Par Time is applied:

- Competitors may continue firing until Par Time expires.
- Any shots fired after Par Time expiration are not counted.
- Any targets not successfully engaged before Par Time expiration are scored as misses.

The Match Director must clearly brief the Par Time and its application prior to the commencement of the COF.

4.3.5 AMMUNITION AND EQUIPMENT ACCOUNTABILITY

The total number of shots fired by each competitor during the COF will be recorded.

Competitors are responsible for:

- Managing ammunition efficiently;
- Applying correct ballistic solutions;
- Ensuring their equipment configuration is suitable for the distances presented.

Malfunctions or ballistic miscalculations do not constitute grounds for additional attempts or reshoots, except where safety or range equipment failure is involved, as determined by the Match Director.

4.3.6 MATCH DIRECTOR DISCRETION

The Match Director retains final authority regarding:

- Target sizes and placement;
- Engagement distances;
- Shot limits per target;
- Application of Par Time;

- Tie-breaking procedures where required by match-specific conditions;
- Any safety-related decisions during the COF.

All Match Director decisions made in the interests of safety and match integrity are final.

4.3.7 DIVISION INTENT

The Long-Range Division rewards competitors who can:

- Apply ballistic knowledge accurately;
- Read wind and environmental conditions effectively;
- Manage limited ammunition responsibly;
- Deliver deliberate, precise fire under realistic constraints.

The LR Division is not intended to reward volume of fire, trial-and-error ranging, or purely time-driven engagement. Accuracy, judgment, and efficiency remain paramount.

4.4 PENALTIES

Penalties in Spectre Tactical Shooting exist to discourage unsafe, unsporting, or procedurally incorrect behaviour while preserving the realistic and adaptive nature of the discipline. Penalties are not intended to micromanage competitor behaviour or to replace tactical judgment with rigid rule enforcement.

Unless otherwise specified by the Match Director, penalties are applied uniformly across all Sporting Divisions where relevant.

All penalties are applied with the presumption of good faith. In all cases, competitors will be given the benefit of any reasonable doubt.

4.4.1 CLASSIFICATION OF PENALTIES

Penalties are divided into the following categories:

1. **Procedural Penalties**
2. **Tactical / Fieldcraft Penalties**

Unsafe firearm handling that rises to the level of immediate danger is addressed under Section 4.6 – Disqualification.

4.4.2 PROCEDURAL PENALTIES

Procedural penalties are applied when a competitor fails to comply with clearly defined Course of Fire (COF) requirements or instructions, provided the failure does not constitute a safety violation.

Procedural penalties may include, but are not limited to:

- Engaging a target out of the prescribed sequence where a sequence is explicitly mandated;
- Engaging a target from an incorrect position where positions are explicitly defined;
- Firing more rounds than permitted at a limited target;
- Failing to follow clearly briefed reload or transition requirements;
- Engaging a target that was designated as non-engageable for the COF.

Unless otherwise specified by the Match Director, each procedural error incurs:

- **+3 seconds** under the Negative Scoring Model; or
- **-3 points** under the Positive Scoring Model.

Procedural penalties are applied **per occurrence**, not per shot, unless explicitly briefed otherwise.

4.4.3 TACTICAL AND FIELD CRAFT PENALTIES

Tactical or fieldcraft penalties are applied where a competitor's actions demonstrate a clear failure to manage foreseeable requirements of the COF, without creating a safety risk.

These penalties are intended to reinforce judgment, preparation, and realism rather than punish honest mistakes.

Examples include:

- Repeatedly and wilfully failing to use cover and concealment when necessary;
- Wilfully stopping to engage a target that must be shot on the move;
- Failing to manage equipment in a manner consistent with the Division intent.

Unless otherwise specified by the Match Director, each tactical or fieldcraft penalty incurs:

- **+3 seconds** under the Negative Scoring Model; or
- **-3 points** under the Positive Scoring Model.

Where a failure results in unengaged targets, those targets are scored as misses in addition to any applicable penalty, but no further procedural penalties are applied.

4.4.4 NO-SHOOT AND HOSTAGE TARGETS

Engaging a designated no-shoot or hostage target constitutes a penalty per hit.

Each hit on a no-shoot or hostage target incurs:

- **+7 seconds per hit** under the Negative Scoring Model; or
- **-7 points per hit** under the Positive Scoring Model.

Hits on no-shoot targets do not negate hits on valid targets and are scored independently.

4.4.5 PENALTY APPLICATION AND BRIEFING REQUIREMENTS

The Match Director is responsible for briefing competitors prior to the commencement of each COF regarding:

- Which penalties are applicable;
- Whether penalties are applied per shot or per occurrence;
- Any Division- or COF-specific penalty modifications.

Penalties not clearly briefed may not be applied retroactively.

4.4.6 PHILOSOPHY OF PENALTIES

Spectre Tactical Shooting intentionally limits the scope and complexity of penalties. The discipline prioritises realistic problem-solving, adaptability, and safe firearm handling over strict procedural optimisation.

Where competitor intent is ambiguous, penalties should err on the side of restraint. Where behaviour undermines safety or the integrity of the match, decisive action is appropriate.

4.5 COMPETITOR EQUIPMENT FAILURE

Competitors are required to use the same firearm and sighting system for all Courses of Fire during a single match.

Where a competitor's firearm or sighting system becomes unserviceable or unsafe during a match, the competitor may, at the discretion of the Match Director (MD), continue competing using a substitute firearm in accordance with the provisions of this section. Equipment failure provisions exist to preserve fair competition while allowing reasonable continuation of participation where possible.

4.5.1 DEFINITION OF EQUIPMENT FAILURE

A firearm or sighting system is considered unserviceable when it suffers a failure that:

- Cannot be safely or reasonably rectified on the range; and
- Renders the firearm inoperable, unreliable, or unsafe to continue using.

Normal stoppages, user-induced malfunctions, or failures that can be promptly rectified do not constitute equipment failure.

The Match Director retains final authority in determining whether an equipment failure qualifies under this section

4.5.2 SUBSTITUTE FIREARM – SAME CLASS

Where available, a competitor may substitute their original firearm with a substitute firearm that:

- Complies fully with the same Firearm Class as the original firearm;
- Uses the same type of action and calibre;
- Is fitted with the same type of sighting system (iron or optical);
- Does not confer a competitive advantage over the original firearm.

A substitute firearm meeting these criteria allows the competitor to continue competing in the same Firearm Class without penalty.

4.5.3 SUBSTITUTE FIREARM – DOWNGRADED CAPABILITY

Where a compliant same-class substitute firearm is not available, a competitor may, at the discretion of the Match Director, continue competing using a substitute firearm that represents a downgraded capability, provided that:

The substitute firearm complies fully with all safety requirements;

- The substitute firearm does not confer any competitive advantage relative to the original firearm;
- The substitute firearm uses the same calibre category (e.g. Minor, Intermediate, Full Power);
- The downgrade represents a clear and material reduction in capability, configuration, or efficiency.

Examples of acceptable downgraded capability include, but are not limited to:

- Optical sight replaced with iron sights;
- Enhanced configuration replaced with a Standard configuration;
- Service-sized firearm replaced with a compact or subcompact firearm of the same type;

Use of a downgraded-capability substitute firearm does not change the competitor's Firearm Class.

The competitor remains scored, ranked, and recorded in their original Firearm Class for the remainder of the match.

The downgrade is treated as a competitive disadvantage voluntarily accepted due to equipment failure.

4.5.4 SCORING AND CLASSIFICATION AFTER DOWNGRADE

Where a competitor continues using a downgraded-capability substitute firearm:

- All scores remain attributed to the competitor's original Firearm Class;
- No reclassification, re-scoring, or retroactive adjustment is permitted;
- No reshoots or stage resets are granted as a result of the downgrade.

The competitor accepts the practical performance consequences of the downgrade.

4.5.5 NO SUITABLE SUBSTITUTE AVAILABLE

If a competitor is unable to provide either:

- A compliant same-class substitute firearm; or
- A compliant downgraded-capability substitute firearm as defined above,

the competitor may not continue competing in that Firearm Class for the remainder of the match and may not switch to a different Firearm Class.

The competitor will not obtain scores for any remaining Courses of Fire in that Firearm Class.

4.5.6 MATCH DIRECTOR AUTHORITY

The Match Director retains sole and final authority regarding:

- Determination of qualifying equipment failure;
- Approval of substitute firearms;
- Determination of whether a proposed substitute constitutes a downgrade;
- Determination of whether a substitute firearm confers a competitive advantage.

All Match Director decisions under this section are final.

4.5.7 PHILOSOPHY OF EQUIPMENT FAILURE

Spectre Tactical Shooting recognises that equipment failure is an inherent risk of tactical shooting.

This section exists to preserve match continuity and participation without compromising competitive integrity. Downgrades are permitted as a practical accommodation, not as a means of optimisation.

A competitor who continues with inferior equipment does so by choice and accepts the resulting disadvantage.

4.6 DISQUALIFICATION

Safety is the overriding priority in Spectre Tactical Shooting. Unsafe firearm handling is not penalised — it results in immediate disqualification.

Disqualification exists to protect competitors, officials, spectators, and the integrity of the discipline. It is not punitive in nature and is applied decisively where safety is compromised.

4.6.1 AUTHORITY TO DISQUALIFY

Any Range Officer (RO) may immediately stop a competitor and declare a safety violation.

The Match Director (MD) will confirm the disqualification and ensure that the competitor is removed from further participation in the match.

Where an immediate safety risk exists, the RO's decision is final for the purpose of stopping the competitor. Administrative confirmation follows thereafter.

4.6.2 GROUNDS FOR DISQUALIFICATION

A competitor will be disqualified from the match for any of the following actions. This list is non-exhaustive.

Unsafe Firearm Handling

- Endangering any person, including oneself;
- Allowing the muzzle of a firearm — loaded or unloaded — to sweep or cover any part of another person;
- Sweeping oneself with the muzzle of a firearm, except as permitted below;
- Discharging a firearm in any direction other than an approved target or the backstop;
- Negligent discharge.
- Handling firearms outside designated safe areas or without RO supervision.

Sweeping Exception:

Certain body types combined with certain holster designs may make it impractical to holster or draw a firearm without briefly sweeping a portion of the shooter's own lower extremities. Sweeping of the shooter's own body below the belt during the draw or holstering does not constitute grounds for disqualification, provided that the competitor's trigger finger is clearly outside the trigger guard.

Loss of Control of a Firearm

- Dropping a loaded firearm;
- Dropping an unloaded firearm during a Course of Fire;
- Losing positive control of a firearm at any point during a Course of Fire.

Trigger Discipline Violations

- Placing a finger inside the trigger guard while reloading, clearing malfunctions;
- Placing a finger inside the trigger guard while moving or transitioning between targets where firing is not immediately intended, i.e. the shooter is not engaging a target.

Wilful Disregard for Safety Instructions

- Ignoring or deliberately disobeying RO or MD safety commands;
- Continuing a Course of Fire after being instructed to stop.

4.6.3 EFFECT OF DISQUALIFICATION

A competitor who is disqualified:

- Must immediately cease participation in the match;
- May not continue shooting in any Firearm Class or Division for the remainder of the match;
- Will retain any scores recorded prior to the disqualification only where required for administrative record-keeping, but will not be ranked.

Disqualification applies to the entire match, not merely a single Course of Fire.

4.6.4 NO APPEALS DURING THE MATCH

Disqualification decisions are final for the duration of the match.

Any discussion regarding the circumstances of a disqualification may take place after the conclusion of the match and must be conducted respectfully through the Match Director.

4.6.5 PHILOSOPHY OF DISQUALIFICATION

Spectre Tactical Shooting does not attempt to regulate safety through incremental penalties or warnings. Competitors are expected to demonstrate safe firearm handling at all times.

Safety violations are not mistakes to be corrected through scoring — they are conditions under which shooting must stop.

Every competitor shares responsibility for maintaining a safe environment. Where safety is compromised, participation ends.

CHAPTER 5 – SAFETY (OPERATIONAL RULES)

5.1 SCOPE AND AUTHORITY

This chapter gives operational effect to the safety doctrine set out earlier in this rulebook applicable to all Spectre Tactical Shooting activities. These rules govern firearm handling, movement, equipment condition, and conduct on the firing line and within Courses of Fire (COFs).

All safety rules are subordinate to host-range standing orders and the instructions of appointed Range Officers (ROs). Where a conflict exists, host-range rules and RO instructions take precedence.

The Match Director (MD) and ROs retain absolute authority to enforce safety, halt a COF, modify a stage, or disqualify a competitor where unsafe conditions exist or may reasonably arise.

Safety-related decisions are final and are not subject to appeal during a match.

5.2 FUNDAMENTAL SAFETY RULES

The following fundamental safety rules apply at all times, irrespective of firearm type, Division, or stage design:

1. Firearms must always be treated as loaded.
2. Muzzles must remain pointed in a safe direction at all times.
3. Fingers must remain clearly outside the trigger guard until sights are on target and the competitor has committed to firing.
4. Competitors must positively identify targets before engaging them.

Any violation of these rules that creates immediate danger constitutes grounds for disqualification.

5.3 RANGE COMMANDS AND COMPLIANCE

Competitors must comply immediately and without question with all RO commands, including but not limited to:

- "Stop".
- "Cease Fire".
- "Unload and Show Clear".
- "If Clear, Hammer Down / Flag".

Failure to comply promptly with an RO command constitutes unsafe conduct.

ROs may issue corrective verbal instructions during a COF to prevent unsafe actions. Such instructions do not constitute coaching and do not incur penalties.

5.4 SAFE FIREARM CONDITION AND HANDLING

5.4.1 GENERAL

Firearms must be in a safe condition appropriate to the stage design and RO instructions at all times.

Chambered or unchambered carry conditions are permitted only where explicitly allowed by the Firearm Class rules and approved by the MD.

5.4.2 SAFE ANGLES AND MUZZLE DISCIPLINE

Competitors must maintain muzzle orientation within safe angles as defined by the host range and RO briefing.

Breaking the defined safe angle with a loaded or unloaded firearm is prohibited.

Sweeping any person with the muzzle of a firearm, whether loaded or unloaded, constitutes a serious safety violation.

5.5 MOVEMENT AND POSITIONING

Competitors must move in a manner that preserves muzzle discipline and trigger safety at all times.

Movement with a finger inside the trigger guard is prohibited unless actively engaging a target.

Running with a firearm in an unsafe orientation, stumbling while failing to maintain control, or unsafe entry or exit from shooting positions may constitute grounds for disqualification.

5.6 FIREARM TRANSITIONS

Firearm transitions are permitted only on stages explicitly designed and briefed for such transitions.

Transitions must be executed strictly in accordance with the method prescribed in the stage briefing.

Any deviation from the prescribed transition method constitutes unsafe firearm handling.

Unsafe handling during a transition constitutes grounds for immediate disqualification.

5.7 EQUIPMENT SAFETY REQUIREMENTS

5.7.1 GENERAL

All firearms, holsters, slings, and ancillary equipment must be in safe working condition.

Equipment that is damaged, defective, insecure, or otherwise unsafe may be withdrawn from use by the MD at any time.

5.7.2 Holsters

Holsters must:

- Be of rigid or semi-rigid construction that maintains its shape;
- Be securely attached to the participant's body by means of a suitable gun belt;
- Be positioned in a manner that permits a safe drawstroke without muzzling or flagging the participant or any other person;
- Securely retain the firearm during movement;
- Completely cover the trigger guard;
- Allow safe, unobstructed draw and re-holstering.

Holsters requiring the trigger finger to deactivate retention mechanisms are prohibited.

Competition speed rigs with no real-world application are prohibited.

5.7.3 Slings

Slings must:

- Be securely affixed using appropriate hardware;
- Allow safe control of the firearm during movement and transitions;
- Not interfere with safe firearm operation.

The MD retains final authority regarding sling suitability.

5.8 AMMUNITION SAFETY

The following ammunition types are prohibited:

- Tracer;
- Incendiary;
- Explosive;
- Armour-piercing or hardened-core projectiles;
- Any ammunition deemed unsafe by the MD or host range.

Ammunition must be appropriate to the firearm, target type, and engagement distance.

5.9 ATTIRE AND PERSONAL EQUIPMENT

Competitors must wear attire suitable for safe movement and firearm handling.

Garments or equipment that create tripping hazards, interfere with holsters or slings, or impede safe firearm manipulation are prohibited.

Load-bearing equipment is permitted provided it does not compromise safety.

5.10 UNSAFE CONDUCT AND DISQUALIFICATION

Unsafe conduct includes, but is not limited to:

- Negligent discharge;
- Loss of control of a firearm;
- Sweeping any person;
- Failure to comply with RO commands;
- Unsafe transitions;
- Gross disregard for safety rules.

Any unsafe act that creates immediate risk may result in immediate disqualification at the discretion of the RO or MD.

Disqualification for safety reasons is final and not subject to appeal during the match.

CHAPTER 6 – CONDUCT AND PARTICIPATION

6.1 SCOPE

This chapter governs participant conduct in relation to Spectre Tactical Shooting activities. It applies to behaviour before, during, and after matches, whether on the firing line, within Courses of Fire, or elsewhere on host-range premises.

This chapter does not regulate immediate firearm safety matters, which are governed exclusively by Chapter 5.

6.2 GENERAL STANDARD OF CONDUCT

Participants are expected to conduct themselves in a manner that reflects professionalism, responsibility, and respect for:

- Range Officers and Match Officials;
- Other participants and spectators;
- Host ranges and their staff;
- The reputation and continued viability of Spectre Tactical Shooting.

Participation in Spectre Tactical Shooting is a privilege, not a right.

6.3 COMPLIANCE WITH OFFICIALS AND PROCEDURES

Participants must comply promptly and respectfully with all lawful instructions issued by Range Officers, the Match Director, or event organisers.

Disputes, questions, or requests for clarification must be raised in a calm and orderly manner, and only at appropriate times as directed by match officials.

Argumentative, disruptive, or abusive behaviour toward officials or other participants is prohibited.

6.4 SPORTSMANSHIP AND INTEGRITY

Participants must compete honestly and in good faith.

The following conduct is prohibited:

- Deliberate misrepresentation of equipment, firearm condition, or compliance;
- Attempts to gain advantage through deception, intimidation, or interference;
- Unsporting conduct that undermines fair competition;
- Knowingly exploiting loopholes in a manner contrary to the spirit of the discipline.

6.5 CONDUCT BRINGING THE DISCIPLINE INTO DISREPUTE

Conduct that brings Spectre Tactical Shooting, the host range, or associated organisations into disrepute is prohibited.

Such conduct may include, but is not limited to:

- Aggressive, threatening, or abusive behaviour;
- Reckless or irresponsible conduct outside of active Courses of Fire;
- Disregard for host-range rules or property;
- Behaviour that jeopardises relationships with host ranges, sponsors, or partner organisations.

6.6 ALCOHOL, DRUGS, AND IMPAIRMENT

No participant may take part in Spectre Tactical Shooting activities while under the influence of alcohol, narcotics, or any substance that may impair judgment, coordination, or safe conduct.

Event organisers and host ranges retain the right to deny participation or remove any person reasonably suspected of impairment.

6.7 ENFORCEMENT AND SANCTIONS

Where conduct in breach of this chapter occurs during a match, the Match Director may, at their discretion:

- Issue a warning;
- Require the participant to cease participation for the remainder of the match;
- Remove the participant from the range.

Where conduct occurs outside of an active match context, Spectre Tactical Shooting organisers retain discretion to restrict or deny future participation.

Actions taken under this chapter are discretionary and are not subject to formal appeal processes within the context of a match.

APPENDIX A – LIST OF INTERMEDIATE CALIBRE CARTRIDGES

This appendix provides non-exhaustive examples of intermediate calibre cartridges commonly accepted for use in applicable rifle and carbine classes. Final determination rests with the Match Director.

A1 – SERVICE CARTRIDGES

- .30 Carbine cartridge.
- .300 BLK cartridge.
- 5.45×39mm cartridge.
- 5.56×45mm NATO (or .223 Remington) cartridge.
- 5.8×42mm cartridge.
- 6.5×48mm Creedmoor cartridge.
- 7.62×39mm cartridge.
- 7.62×45mm cartridge.
- 7.92×33mm Kurz cartridge.

A2 – PROTOTYPE CARTRIDGES

- 4.85×49mm cartridge.
- 6×45mm SAW cartridge.
- 6.5 Grendel cartridge.
- .280 British cartridge.
- 6.8mm Remington SPC cartridge.
- 7.5×38mm cartridge.
- 7.65×33mm cartridge.
- 7.65×35mm cartridge.
- 7.75×39mm GeCo cartridge.

APPENDIX B – EXAMPLES OF APPROVED TARGETS

B1 – CARDBOARD TARGETS

Full-sized IDPA-type and IPSC-type cardboard targets are acceptable for all Spectre Tactical Shooting Sporting Divisions outside of Long-Range Division. Any other cardboard target with easily perceivable hit zones can also be used.

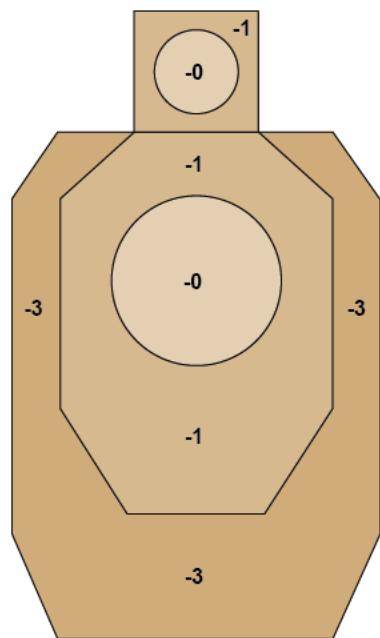


Fig.1 IDPA Target

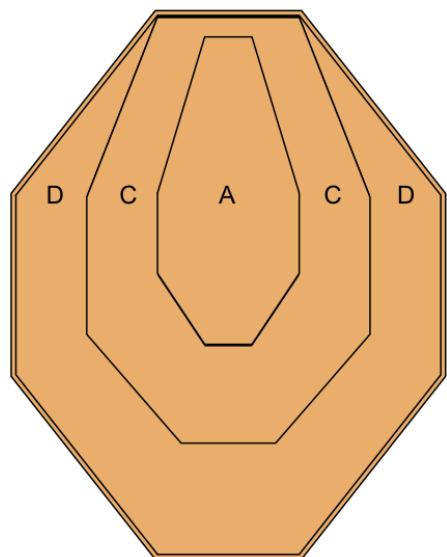
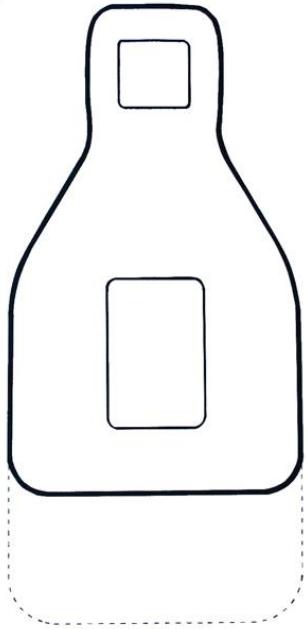


Fig.2 IPSC Target

B2 – PAPER TARGETS

For paper targets, both the FBI QIT-97 and QIT-99 targets are acceptable. Other types of military or police rifle and handgun targets are also fit for purpose.

Qualification Targets
For Use With All FBI
Handgun and Long-Range
Qualification Targets



FBI-QIT-99

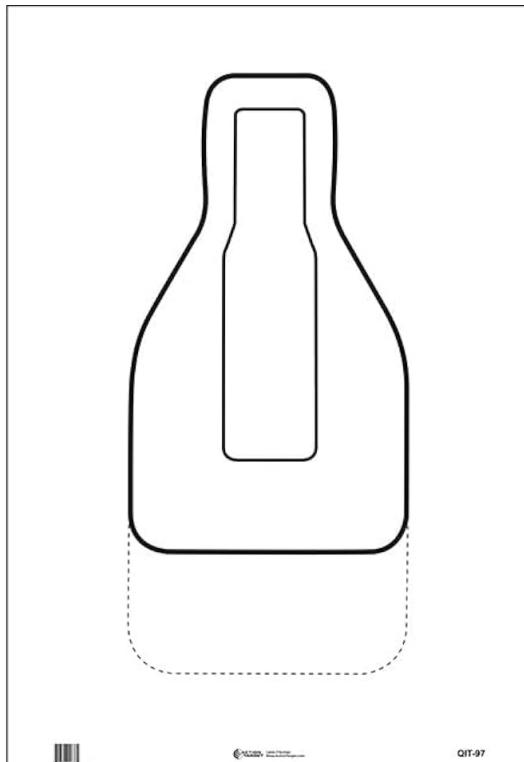


Fig.3 FBI QIT-99 Target

Fig.4 FBI QIT-97 Target

B3 – STEEL TARGETS

Steel targets are normally in the form of circular or square plates or poppers, as used in numerous other sport shooting disciplines.

Long-Range Division makes use of circular steel targets of various sizes, with 20 cm diameter being standard for ranges up to 300 metres.

Steel silhouette targets in the shape of IDPA-type or IPSC-type targets that are free-standing or suspended from a frame are also acceptable.

APPENDIX C – GENERAL RANGE SAFETY RULES

This appendix is provided for general guidance only. In the event of any conflict, Chapter 5 and Range Officer instructions take precedence.

These are a non-exhaustive list of some common and generally-applied shooting range safety rules.

Spectre Tactical Shooting participants are expected to familiarise themselves with all relevant and applicable firearm and range safety rules and procedures, and strictly adhere to all of them when and where they apply.

1. The Range Officer has the final authority on the shooting range and has the right to act against unsafe and disobedient participants.
2. The instructions of the Range Officer must be executed unconditionally and immediately.
3. Participants are subject to the relevant shooting range's rules and must sign the Range Register and Indemnity Form.
4. No person under the influence of alcohol or narcotics may enter the shooting range.
5. No alcohol may be consumed during the shooting exercise or on the shooting range.
6. Firearms should arrive at the shooting range complex unloaded in a purpose-built bag or case.
7. Firearms may only be removed from their bag or case at the direct command and under the supervision of the Range Officer, and must always be pointed in a safe, i.e. down-range direction.
8. Firearms may not be handled on the firing line while any person is in front of the firing line.
9. Declared safe firearms must be in bags or cases during movement between shooting points.
10. Hearing and eye protection is mandatory.