

THE TACTICAL GAMES

A full and comprehensive breakdown of all things pertaining to competition prep, gear, schedule and more.





WELCOME TO THE TACTICAL GAMES

In an effort to better prepare you for a weekend of competition with us, we have compiled all the most important information here for you. Enclosed are the following topics:

- Email correspondence intervals: 1 month out, 3 weeks, 2 weeks, 1 week, and week of you will receive multiple emails updating you on final details of your match.
- Gear list - Full breakdown of all required & recommended gear to have with you during match weekend.
- Friday check-in process: What to bring to be prepared for a smooth check-in process.
- How to read your athlete number
- How to read a schedule matrix
- How to read the stage program for the event
- Understanding the scoring process

GEAR LIST



CLICK ME

Weapons & Ammunition

- **Primary Weapon** minimum .223 caliber, with approved muzzle device ***required**
- **Secondary Weapon** pistol ***required**
- **Ammunition** 250 rounds for each weapon system ***required**, round count subject to change. Will be communicated in event emails.
- **Magazines** expect to run up to five for each weapon system in a stage ***required**
- **Magazine Pouches** ***required**
- **Holster** ***required**
- **Slings** must be worn throughout the entirety of the match. ***required**
- **Chamber Flag** for rifle must be inserted anytime the competitor is not at the firing line ***required**

Optics & Sights

- **Red Dot Sight** permitted for all divisions
- Secondary powered Optics allowed on rifles.

Gear (Required)

- **Plate Carrier** Women's Plate Carriers must weigh 12lbs, and Men's Plate Carriers must weigh 15lbs. Weight of the carrier is measured with NO magazine pouches, attachments, TQ's, hydration bladders, etc. The plate carrier must be slick. ***required**
- **Ear Protection and Eye Protection** must be worn for all shooting stages ***required**
- **Belt**, Holster is required to be carried at or around hip level, drop leg holsters are authorized.

Suggested Gear (Not Required)

- **Tactical Pants** (durable, flexible, and capable of holding gear)
- **Tactical Shirt** (moisture-wicking, comfortable)
- **Boots / Trail Shoes** (durable, supportive, ankle-high preferred)
- **Gloves** (protective, good grip)
- **Knee Pads** (for protection during crawling, kneeling, rope climbs)
- **Hat/Cap** (optional for sun protection)
- **Sunscreen**
- **Tent/Canopy/Folding Chairs**
- **Hydration**
- **Food**



TTG RULES



To ensure a fair and enjoyable competition for all, it is essential that ALL participants have a thorough understanding of the rules. Regardless of your experience level, we strongly recommend that you familiarize yourself with our rule set. We make updates and amendments to the rules annually, so it is important to stay informed.

To Learn More

CLICK HERE



WHAT TO EXPECT

8:00AM
4:00 PM

The Tune-Up is designed to refine firearms competencies and fundamentals essential for success in The Tactical Games competitions and to enhance overall firearms proficiency. The course will cover firearms maintenance, firearms inspection, marksmanship fundamentals, grouping, zeroing, ballistics, holdovers and hold unders, positional shooting, barricade utilization, safety, scoring, and mental management. Developed by champions, this course aims to help you reach your full potential in competition.

Participants will have the option to choose from either a morning beginners course, or an afternoon course for experienced shooters.

[REGISTER HERE TO RESERVE YOUR SPOT](#)

4:00PM
7:00 PM

Check-in starts promptly at 4:00PM. At this time we will inspect the following:

- Rifle: We will check your muzzle to ensure there are NO muzzle breaks. If so, you will need a blast forward device or have to change to an approved muzzle. (See video to right for more info) You will need a sling and also a chamber flag.
- Pistol: Inspect factory safety features to ensure they are in working order.
- Weigh plate carrier: 15lbs for men and 12lbs for women.

Post
check-in

Post check-in you are free to walk the grounds to see the stages and/or go to our zero bay to ensure your zero is where it needs to be on both your weapon systems. **Zero bay closes at 7pm. We ask that you DO NOT shoot off of any barricades or implements we have laid out.**



CLICK FOR MORE INFO

FRIDAY

ATHLETE NUMBERS

What they are and how to read them. It is of the utmost importance you **REMEMBER** this number. You will receive your athlete number via email post check-in.

This indicates the squad you will compete in all weekend. You will look for squad 13 on your schedule matrix to know when and where you will need to be at any given time during the event.

Example athlete number:

13 - **2**

This number indicates what lane you will compete in all weekend. We run 5 lanes wide at all times. So in this example, you will be in lane 2

SCHEDULE MATRIX

Based on your athlete number. This document will tell you what stages you are competing in, at what time, and at what bay.

Identifying the layout: Each color is unique to what number stage is going on at that block of time for the day. The blue is everyone’s 1st stage of the day, the orange is everyone’s 2nd stage of the day and so on.

If it is the start of the day we are going to look in the blue section (1st stage) and do the following.

- Find my squad number, let’s say my athlete number is 13-2 my squad is 13.

Once identified I can now see all of my launch times for the day. I have greyed out the row and highlighted in YELLOW squad 13 for you to see.

- 1st stage of the day: Stage 2 / Bay 2 @ 820
- 2nd stage of the day: Stage 3 / Bay 3 @1040
- 3rd stage of the day: Stage 4 / Bay 4 @ 1300
- 4th stage of the day: Stage 5 / Bay 5 @ 1800

That day’s schedule, don’t mix them up

Safety brief is mandatory to attend both days.

This row shows the launch times for each squad’s 2nd stage of the day.

This column shows the stage numbers these always correlate to the bay numbers.

Ex. stage 3 will be in Bay 3

This section shows all the squads.

This shows that all the squads in that particular column launch on their 4th stage at 1700 (5pm)

Start time for each brief

Saturday								
Safety Brief	600							
1st Stage brief	640							
Launch time	700	720	740	800	820	840	900	920
Stage1	1	2	3	4	5	6	7	8 Ghost
Stage 2	9	10	11	12	13	14	15	16
Stage 3	17	18	19	20	21	22	23	24
Stage 4	25 Ghost	26	27	28	29	30	31	32
Stage 5	33	34	35	36	37	38	39	40 Ghost
Stage 6	41	42	43	44	45	46	47	
Stage 7	48	49	50	51	52			
2nd Stage Brief	950							
Launch time	1000	1020	1040	1100	1120	1140	1200	1220
Stage1	49	50	51	52	48			
Stage 2	3	4	5	6	7	1	2	8 Ghost
Stage 3	11	12	13	14	15	16	9	10
Stage 4	19	20	21	22	23	24	17	18
Stage 5	27	28	29	30	31	32	25 Ghost	26
Stage 6	35	36	37	38	39	40 Ghost	33	34
Stage 7	43	44	45	46	47	41	42	
3rd Stage Brief	1250							
Launch time	1300	1320	1340	1400	1420	1440	1500	1520
Stage1	45	46	47	41	42	43	44	
Stage 2	51	52	48	49	50			
Stage 3	5	6	7	1	2	3	4	8 Ghost
Stage 4	13	14	15	16	9	10	11	12
Stage 5	21	22	23	24	17	18	19	20
Stage 6	29	30	31	32	25 Ghost	26	27	28
Stage 7	37	38	39	40 Ghost	33	34	35	36
4th Stage Brief	1550							
Launch time	1600	1620	1640	1700	1720	1740	1800	1820
Stage1	39	40 Ghost	33	34	35	36	37	38
Stage 2	47	41	42	43	44	45	46	
Stage 3	48	49	50	51	52			
Stage 4	7	1	2	3	4	5	6	8 Ghost
Stage 5	15	16	9	10	11	12	13	14
Stage 6	22	24	17	18	19	20	21	22
Stage 7	31	32	25 Ghost	26	27	28	29	30

STAGE DOCUMENT

How to read and understand the stage briefs to better aid you in making a gameplan prior to competing.

You can expect to receive stage documents the Thursday or Friday before the event.

Stage name and how many match points it's worth

Where the stage will be located.

This is a **points** stage. Meaning you will be scored on the amount of work you do and how many hits you have on paper.

We have two types: Points and Time plus.

This is your prescribed loadout for the stage. How many bullets you need for both rifle and pistol

The amount of time you have to finish the stage.

Dictates your shooting position for both weapons.

Describes the flow of the stage.

- How you will start
- Movement standards
- How you finish the stage

Clearing procedure this is a **VERY** important safety practice to know .

THE TACTICAL GAMES

Safety:

We run a cold range. All rifles will have chamber flags.
No mags in pistols/rifles. Pistol holstered.
Breaking the 180° is a Match DQ.
An AD or ND will result in a Match DQ.

Stage 2: Wil Bike 4 Bullets - (100 points)

- Bay 2
- Stage Type: Points
- Load out: 50 rounds pistol // 50 rounds rifle // 1 magazine each
- Time Cap: 13:00
- Firing Sequence: Athlete's choice for rifle, standing freestyle for pistol.

Stage Description

Athletes will begin, mags retained, behind their bikes with their hands touching the seat. On the call of "Go" athletes will begin earning a single rifle round for every calorie earned on their echo bike. A point will be earned for every calorie completed, and for every scored hit. Calorie counter on bike must be reset every round by judge.

There is a minimum of three cals, and a maximum of ten cals that can be earned in a single iteration. After the rifle rounds have been earned the athlete will move towards the firing line and begin the first firing sequence.

Once all rounds have been exhausted, they will return to the bike and begin earning pistol rounds. This sequence will repeat until all rifle and pistol rounds have been earned, and exhausted.

Once all rounds have been exhausted, athletes will be able to earn additional calories for points until time is up.

Clearing procedure

Once time stops athletes will drop magazine, rack slide to the rear so RO can see clear ONCE RO SAYS CLEAR they may send slide forward, aim pistol at berm and pull trigger and holster pistol. Once the pistol is clear they will do the same process with the rifle except pulling the charging handle to move the bolt to the rearward position and insert their chamber flag. When leaving the FL athlete must have their rifle either slung or in the muzzle up position.

SCORING

Understanding Points only stages

During a weekend of competition you will compete in 7 stages. Each stage is worth a total of **100 Match points**. If you take first on a stage you will earn that full 100 match points. But if you take a place lower than first. Your final score will earn a % of who ever is in first.

For example.... Say you finish a stage with a final score of 87 points. But someone else took first and finished at 100 points on the same stage. They earn the 100 match points and you would get 87% of their score or 87 match points.

It's important to note that match points and stage points are two different things. Your final stage points will not be reflective of your match points you earn on that stage. The same applies to a time plus stage.

[LEARN MORE](#)

Click here to see our New Competitor series video on Scoring.



SCORING

Continued

Understanding Time Plus stages

During a weekend of competition you will compete in 7 stages. Each stage is worth a total of **100 Match points**. If you take first on a stage you will earn that full 100 match points. But if you take a place lower than first. Your final score will earn a % of who ever is in first.

For example.... Say you finish a stage with a final time of 10:37 penalties included. But the person who took first place finished in 9:05. In Practiscore those times need to be converted into seconds.

10:37 = 637 seconds

9:05 = 545 seconds

So once submitted into practiscore it gives you points based on the percentage to the top score. In this example the top score is 9:05.

Your score is 85.57% which would get you 85.57 match point.

[LEARN MORE](#)

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UNDERSTANDING PRACTIScore

How to navigate Practiscore

- Go to Scores tab
- Search the match name and click on it.
- Click the tab that says “Overall” and filter to your division.
- Click your name in the list to show all scores entered for the match thus far.
- You can also filter by stage and division by clicking the “Match” drop down and choosing a specific stage you want to see more details about.
- You can scroll the slider over to see any penalties associated with your score.

The screenshot displays the PractiScore website interface. At the top, a navigation bar includes links for Scores, Matches, Events, Clubs, Shooters, and Support. A main banner for Primary Arms features the text "PERFECT PRECISION" and "UPGRADE YOUR AIM WITH EOTECH & TRIJICON PISTOL OPTICS". Below this, a "Dashboard" section is visible, containing a "Self-Defense Liability Insurance" advertisement and a table of "Upcoming Events".

Upcoming Events Table:

Event Name	Type	Date	Approved	\$	Squad	Other
<small>Green means you have completed or have access (you have paid, or you can squad) Red means needs attention (needs to pay, or be approved.)</small>						