



**COMPETITION DYNAMICS**  
and  
**THUNDER BEAST ARMS CORPORATION**  
present the  
**2011 THUNDER BEAST TEAM CHALLENGE**

**Welcome! This match is an extreme test of practical field rifle shooting and its supporting activities. Two-man teams will be required to navigate rugged desert terrain, recognize, locate, range, and engage challenging rifle targets from compromised shooting positions, communicate with their partner and the range officer (RO), and do it under time constraints.**

**Please review the following pages which include:**

- **Overview of match safety, equipment, and procedural rules**
- **Stage descriptions including procedures, special safety rules, and scoring**
- **Match schedule**

**Please pay attention to the information at the mandatory Shooters' Meeting at 5:00 PM on Thursday. Information presented at the Shooters' Meeting and in the specific Stage Briefings presented by the Range Officers will supersede information in this packet.**

**Thanks,**

**Zak Smith, Match Director**

## **SAFETY AND MATCH RULES**

The four universal rules of gun safety will be followed at all times. (1) Treat every firearms as if it were **loaded**. (2) Keep your finger off the **trigger** until you are on-target and ready to shoot. (3) Never point a firearm at anything you are not willing to **destroy**. (4) Be sure of your **target** and what is beyond it.

This match and the host range have zero-tolerance policies on “sweeping” (violation of #3 - “destroy”). This means that if you sweep or cover someone with the muzzle of any firearm, you may be disqualified from the match and asked to leave.

This match involves engaging targets outside of a “square range” environment and while moving through the natural terrain. As such, muzzle awareness and control and knowledge of safe directions is critical.

There are three types of stages in this match: Field Stages, Assault Stages, and Fixed Stages (Teamwork & Night 1-2). There will be specific safety protocols that apply to each type of stage. It is important to understand the safety rules in place for each type of stage.

Field Stages involve a great deal of movement around the property. There are Transit Sections and Shooting Stations. A Shooting Station may be comprised of one or two Shoot Positions. During Field Stages, rifles may only be pointed up, down, or directly at the target array when at a Shooting Position. They may only be loaded when pointed at the target array.

Assault Stages involve movement from the starting point and terminate and an ending point, with targets spread in between. The Range Officer will brief each team what directions carbines may be pointed in during an Assault Stage. This may include cardinal directions, directions relative to geographic features, and a vertical up/down limit.

Fixed Stages have a fixed firing point and take place on a “square range”. Rifle may only be pointed in the general direction of the target array.

The following pages detail match specific rules.

## Safety

1. Violation of any safety rule will result in match disqualification (DQ).
2. USPSA Safety Rules shall be followed, with the following notable additions:
  1. In addition to the USPSA definition of an *Accidental Discharge*, the stage RO may call an A.D. using his own judgment. Example: if the competitor was clearly not engaging a target. If a round impacts more than 20 yards from the closest target, it is declared to be an A.D.
  2. The Match Director has the right to disqualify any competitor for *Unsportsmanlike Conduct* based on his judgment.
3. The Blue Steel Ranch is a "cold range."
  1. No firearms may be loaded at the match site except under the direct command of a RO.
  2. Long-guns shall be kept unloaded in cases or on a designated rack, and carried muzzle up or muzzle down and the action open. \* When hiking to or from a Stage, or while in a Transit Section during a Field Stage, the bolt may be closed on an empty chamber with no magazine in the rifle, after the RO has declared the rifle "clear".
  3. "Sweeping" any person with a weapon's muzzle will result in immediate D.Q.
4. All firearms must have a functioning safety, subject to verification by an RO at any time.
5. Any firearm or ammunition deemed by any RO or match staff to be "unsafe" for any reason may not be used in the match until a determination is made by the match director that it may continue
6. Any firearm that can be demonstrated by any RO or match staff to have a hammer/striker that will fall without the trigger being pressed shall be deemed unsafe and may not be used in the match until repaired.
7. Any rifle or carbine slung during a stage must have an empty chamber, unless directed by the stage RO. \* This does not apply to use of slings during the Assault Stages
8. No person shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
9. Eye and ear protection is mandatory at all times when any shooting is taking place on the range property.
10. Competitors shall practice good muzzle control and firearm safety at all times. Competitors that do not handle their weapons safely will be disqualified from competing further in the match with no refund of match fees.
  1. Do not ever allow the muzzle of your weapons to point at anyone.
  2. Do not load your weapons until directed to do so by a range officer.
  3. Do not put your finger on the trigger until your sights are aligned with your target.
  4. Obey all Range Officer commands immediately.
11. No person shall place a rifle in such a position that it points at any other person. Find a safe direction if you need to set your rifle down! If you find out there are people passing or downrange, wait until they are clear and then relocate your rifle.

## Teams

1. Each team shall be comprised of two shooters.
2. One shooter shall be designated the "*rifle shooter*," and one shooter shall be designated the "*carbine shooter*."
3. Targets designated as rifle targets may only be engaged by the rifle shooter, with his rifle.
4. Targets designated as carbine targets may only be engaged by the carbine shooter, with his carbine.
5. On designated stages, the rifle shooter shall use his carbine to engage carbine targets as directed by the stage briefing. He must also carry his rifle in a safe configuration. The carbine shooter will also engage different carbine targets on these stages.
6. Each shooter shall shoot the same firearms for the entire match.
7. For the purposes the preceding rule, the "same firearm" shall be defined by a specific combination of caliber, receiver, barrel, stock, grips, sighting device.
8. Unless otherwise directed by the state RO, team members will stay within arms'-reach while shooting field stages. Every shot fired without team members in this proximity will incur a procedural penalty. Team members may be separated by more distance while on transit legs. For Assault Stages, team members must be within 3-4 paces of each other. It is strongly recommended that they stay two abreast while engaging targets in the same direction for safety.

## Equipment

1. Rifle
  1. Minimum caliber: .243/6mm
  2. Maximum caliber: 300WM
  3. Maximum muzzle velocity: 3200fps
  4. Ammunition subject to verification by chronograph at any time
2. Carbines
  1. Minimum caliber: .223/5.45
  2. Maximum caliber: 300WSM
  3. Loaded cartridge OAL not to exceed 2.90"
  4. Maximum muzzle velocity: 3200fps
  5. Ammunition subject to verification by chronograph at any time
  6. **MUST CONFORM TO "TACTICAL DIVISION" RULES.** This means no bipods, no more than one optical sight, etc. Silencers will be allowed under Tactical Division carbine rules.
3. When selecting your rifle and carbine choices, keep in mind that the majority of targets will be reactive armor steel plates. If your load does not have enough momentum to cause a hit indication that is detectable by a spotter, your shot will be counted as a miss. For reference, .243 is known to have acceptable target indication for rifle, and .223 is known to have acceptable target indication for carbine targets.
4. Any shooting accessories may be used provided they are carried by the team during every stage. Accessories include but are not limited to:
  1. bipods (rifle only), bags, shooting sticks, slings, jackets, gloves, or other shooting support devices
  2. optics such as spotting scopes, binoculars, and range-finders

3. secondary optics for use on rifle or carbine
4. The only exception to this rule is that the RIFLE SHOOTER's carbine must only be carried on designated stages.
5. Teams shall use only two carbines, and only one rifle throughout the match. The carbine shooter shall use only one carbine throughout the match. The rifle shooter shall use one rifle, and shall use only one carbine on designated stages. *The rifle shooter must use a separate firearm as his "carbine". An M4 with a red dot sight will be sufficient for the rifle shooter's carbine shooting on the assault stages.*
6. Ammunition and magazines may be replenished at any time.
7. Ammunition that must be "fired" to be unloaded once chambered is declared to be unsafe and may not be used in this match. All firearms must be able to be completely unloaded without firing a round.
8. No steel core, steel jacketed, armor piercing, incendiary or tracer bullets are permitted.
9. In the event a weapon breaks or becomes inoperable during the match, the shooter may substitute a weapon of substantially similar configuration for subsequent stages, subject to approval by the Match Director.
10. Teams violating Equipment Rules will be subject to scoring and/or monetary penalties. Fines will be assessed if target damage occurs due to: forbidden bullet types (AP, steel, tracer, etc); disallowed calibers; or exceeding the muzzle velocity limits.
11. In the interest of fairness to all competitors, active night vision devices (night vision optics) are not permitted for use in the night stages.

### **SPECIAL SCORING PENALTIES**

1. A procedural penalty will be assessed for failure to follow directions.
2. The match director may apply scoring penalties up to full match disqualification for match disruptions caused by competitors or individuals in their party, on his discretion alone.

## **STAGE DESCRIPTIONS AND SCORING**

There are 9 stages:

Field 1-3 – hour-long stages that involve transit and shooting on the clock

Assault 1-3 – short 3-Gun “style” assault stages that involve short-range movement and rapid engagements

Teamwork – a short stage at the front range area that involves teamwork

Night 1-2 - Two night stages that have a short par time and involve target ID and neutralization

Stage scores will be converted from “points” or “net time” into match points. The best score on each stage will represent 100% and each lesser score will represent fewer match points based on the ratio of the scores. The three Field stages will each be worth 200 points (100% = 200 match points). The three Assault stages will each be worth 100 points. The remaining stages (Teamwork, Night 1-2) will each be worth 50 points.

If there are any teams who earn a negative point value on any stage, the “zero point” for the stage will be stretched down to their score, so that 0% matches the lowest score on the stage (if less than 0) and 100% matches the highest score. For example, if the best score on Field 1 is 39 (Team A) and the worst is -7 (Team B), and Team C shot a 23:

Team A gets 200 match points from the stage

Team B gets 0 match points

Team C gets 130.4 match points

## **FIELD 1-3 PROCEDURE AND SCORING (STAGES 1-3)**

Proceed to staging area for respective stage at least 30 minutes prior to your scheduled shoot time. Check in with the stagemaster. You must be ready to start the stage as soon as your RO is ready.

Note! Field 1-3 may have some carbine shots over 400 yards! Be prepared!

Field Stages involve a great deal of movement around the property. There are Transit Sections and Shooting Stations. A Shooting Station may be comprised of one or two Shoot Positions. A Shoot Position will be marked with a painted spot or a metal stake.

Each Field Course consists of five Transit Sections that each terminate at a Shooting Station. Team members have to be within arms' reach distance of each other whenever shooting at a Shoot Position. No retreating on the course at any time at any location.

Teams get one hour from the start signal to complete each field course. The RO keeps official time.

Firearms must be completely unloaded while moving from Station to Station. Rifle/carbine may be loaded immediately prior to engaging the respective target array, and firearm must be pointed at target array before a round is chambered.

During movement from Shoot Position 1 to Shoot Position 2 at a single Shoot Station: bolt-action rifles must have their bolt back; semi-auto rifles must be placed on Safe. Unloading them is not necessary, but make sure you point them only in safe directions.

While in a Transit Section on a Field Course, your rifle must be pointed muzzle up or muzzle down, while being completely unloaded. In Transit, it is OK for the bolt to be closed on an empty chamber.

There are other competitors in many directions and even though you may not be able to see them, they are out there. At the field shooting locations, we do not have a full "180 degree" safety plane, such as USPSA or IPSC (IE 90 degrees to either side of the direction to the target array). There is a safe impact area around each of the target arrays. If your rifle's/carbine's muzzle wanders too far to the left or right of the target array, you might be pointing in an unsafe direction. Because of this, it is imperative that if the rifle is not slung/carried muzzle up/down, that it be pointed generally toward a target array. No rifles or carbines may be loaded until it is pointed towards the target array.

The target array for the station will be designated by a left and right limit flag: all targets for the station will be visible when standing directly over the position marker. Before the rifle shooter can engage any targets, the carbine shooter must engage three targets (his choice which three of the up to 6 visible targets). The team will incur a 1 point penalty (-1) per target un-hit by the carbine shooter (up to 3). Carbine hits do not change the team's score (carbine hit made = +0). The team will incur an additional 1 point penalty (-1) per target not engaged by the carbine shooter if he does not engage 3 targets before the rifle shooter begins. There is no limit to the number of rounds the carbine shooter can use to hit his 3 targets.

Once the carbine shooter is finished, the rifle shooter may engage the six targets. Some stations will be a single array of 6 targets to be shot from one shoot position; some stations will have two shoot positions and the same 3 targets will be engaged from both for a total of 6 engagements. For "2x3" stations, the carbine shooter only engages at the first position. The rifle shooter may only engage each target with one round. The team earns a point for each rifle hit. Duplicate shots on the same target by the rifle shooter will count as a miss on another target on the array. (IE, if he shoots twice at target #5, he cannot engage #6). Any target not engaged by the rifle shooter

before the team leaves the station incurs a 1 point penalty (-1). If the team times out (one hour), any targets not yet engaged do not count as failure to engage.

Before the team leaves the station for the transit, both rifles must be completely unloaded and verified "CLEAR" by the RO before the shooters can leave the shoot position. While in transit, rifles and carbines must be carried or slung muzzle straight up or straight down. Muzzle violations may result in a DQ.

If the team finishes before the time limit, they earn one point per minute early, rounded up to the next whole minute. EG, if they finish at 53:46,  $60-53 = 7$  points.

It is the team's responsibility to effectively identify and communicate the target they are shooting at to the RO. The RO's HIT/MISS call is final.

If a team is overtaken by the team that started behind them, they are to immediately cease shooting, move out of the way, and wait while they are overtaken. At this point the overtaken team's stage is finished just the same as if they timed out.

If a target is damaged such that the plate is no longer suspended from the strap, another target in the array will be shot twice to make up for the downed target. It is the team's choice which target to engage a second time; however, before the alternate target is shot, a second target must be shot: the same target cannot be shot twice in a row to make up for the downed target.

## **ASSAULT 1-3 PROCEDURE AND SCORING (STAGES 4-6)**

These are scored as net time, which is the total number of seconds from the start buzzer to the last shot fired with penalties added on. Best net time wins.

Shooters must stay close together (3 paces) at all times. The RO will communicate the safe fire directions. This becomes the "180". Carbines shall not be pointed in directions other than those as communication by the RO. Failure to comply may result in a DQ.

The assault stages are populated with cardboard IPSC/USPSA targets. These may be neutralized by: 1 A hit; two hits in the B+C zones; or any combination of four hits anywhere on the target. Any targets hit but not neutralized will incur a 10 second FTN penalty. Any targets not hit at all will incur a 30 second UNHIT penalty. Any no-shoot (white) targets hit will incur a 30 second penalty. "Breaking the perf" is what determines a hit in the respective zone.

No team member may engage more than 3 targets in a row without the other team member engaging at least one target. Procedural penalty +30 seconds. For safety, before a transition from one team member shooter to the other team member shooting, the carbine must be placed on "safe", the muzzle must be pointed towards the ground, and there must be a clear audible communication that the other shooter may engage. Only at that time may the second team member take his carbine off safe and engage his up to 3 targets.

Due to the dynamic nature of the safe shooting directions on the Assault Stages, no person may be forward of the 180-degree plane defined by the direction the shooter is engaging targets. Failure to meet this condition will be the responsibility of the team member, and violations may result in match disqualification.

The Rifle Shooter is not required to carry his rifle on the Assault Stages. He will carry and shoot his carbine and carry all ancillary gear he used on other stages, however.

NOTE-

**THE ONLY SAFE ROUTE FROM THE FRONT RANGE TO ASSAULT 1 & 2 WILL BE SOUTH OF ASSAULT 3.** REFER TO MAP. **ASSAULT 3 WILL BE SHOOTING WEST AND NORTH.**

# **TEAMWORK, NIGHT 1-2 PROCEDURE AND SCORING**

## **STAGE 7 - TEAMWORK - TEAMWORK EXERCISE**

Scoring time plus. Rifle shooter to engage array of 5 targets. Unlimited rounds. Each time the rifle shooter misses, the carbine shooter must hit the 3 carbine targets before the rifle shooter can continue. Any rifle target not hit +30. Any carbine not hit +30. Max time 300 seconds.

## **STAGE 8 - NIGHT 1 - NIGHT FIRE AT FRONT RANGE**

Par time. Rifle shooter must engage the targets matching the description per the team's briefing. Each "correct" target hit is 1 point. Each incorrect target hit is a 3 point penalty (-3). Rifle shooter may only use one round to engage each target.

## **STAGE 9 - NIGHT 2 - NIGHT FIRE AT BACK KD RANGE**

Par time. Carbine shooter must engage the targets according to the provided instructions that specify target ID and shooting order. Instructions will be provided to the Rifle shooter only and he must retain them and stay at his position, while the carbine shooter must stay in his box. Team may communicate at will, but neither may leave their positions. Targets must be hit in the order specified. Each target hit in the specified order is 1 point. Each target skipped or hit on the wrong order is minus one point.