

**SOUTH AFRICAN
TACTICAL SHOOTING ASSOCIATION**

SATSA RULES MANUAL

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INFORMATION FOR COMPETITORS:

1. GENERAL

These rules are based on international standards and apply to all competitors. Any infringement of these rules may lead to disqualification of a team or individual.

2. BREACH OF RULES

- 2.1. Dangerous actions: Competitors in breach of safety precautions will immediately be stopped and ordered to unload.
- 2.2. During movement and switch matches, a competitor in breach of the rules will be stopped, ordered to put the rifle on safe and place the rifle on the ground. He/she may only unload once the range has been cleared and only under supervision of the range or assistant range officer.
- 2.3. Disqualification will result for deliberate transgression or cheating, which can include the following:
 - 2.3.1. Excess Shots: Firing more shots in a timed exposure than is allowed by match conditions could result in disqualification.
 - 2.3.2. Timeous: A competitor who is late for squadded matches and /or range duties may be disqualified.
 - 2.3.3. Illegal modification of weapon: If any unauthorized modification of a weapon is found after a competitor has fired a match, the shooter will be disqualified.
 - 2.3.4. Firing after the time limit: For firing after the set time limit, the maximum number of points that could have been scored by the shots fired after the time limit, will be deducted from his score. If this results in a minus quantity the score will be recorded as nil (0). This rule applies to those timed matches where fixed targets are used, and the time limit is indicated by whistle or other devices.

3. PENALTIES

Disciplinary actions and penalties will be decided by a committee convened by the President of the SATSA or the Range Committee.

4. RANGE COMMITTEE

- 4.1 A range Committee will be nominated and announced before the competition and will include the Range Officer and two senior SATSA officials. The SATSA President will have a veto in case of a deadlock and final say in arbitration.
- 4.2 SATSA National events : To keep all Nationals competitions as fair and no- bias as possible range layouts for the event will be setup by independent non shooting SATSA members or an outside option as deemed necessary and pre-approved by the SATSA management.

5. WHO MAY COMPETE

- 5.1 The sport is open to all legal firearm owners who are paid up members of SATSA, with a valid firearm license in his/her position and on his/her person, when entering the competition:
- 5.2 Any member competing must have had the minimum training regarding the use of the firearms (According to the Firearms Control Act), procedures and drills for the match entered.
- 5.3 Members must be declared Competent in the use of the firearm in question as per the Firearms Control Act (Act no 60 of 2000).
- 5.4 Inter club events will be open to either individual or squad/team events. National competitions will be individuals competing within the SATSA club realm and Class categories.

6. SHOOTER CLASSIFICATION

Classification of shooters will be done as follow:

- 6.1. **A Class:** Members who have been shooting for more than 2 years.
(men and Women)
- 6.2. **B Class:** Members who have been shooting for less than 2 years.
(Men and Women)

7. CLUB, COMPOSITE AND INTERNATIONAL TEAMS

- 7.1. A Club Team comprises four shooters from the same SATSA Club, with fully paid-up membership and in good standing.
- 7.2. Composite/Mixed Teams comprises four shooters from any SATSA club, but not all from the same club and must have fully paid-up membership with SATSA and his/her SATSA club and in good standing. Shooters are allowed to shoot alongside but shooters are only allowed to shoot in one Club **or** one Composite Team.
- 7.3. **ONLY** shooters selected for the SATSA International Teams will fire the matches with their unit/mixed teams, their scores will be drafted to count for the respective International Team.

8. DISCIPLINE

- 8.1. Discipline on and of the range must be always maintained.
- 8.2. The disciplinary code of conduct of SATSA must be always adhered to.

9. ALCOHOL AND DRUGS

- 9.1. Alcohol may not be consumed by any competitor or official until the day's shooting has been completed.

- 9.2. Alcohol will only be consumed in the bar/canteen facilities provided.
- 9.3. The use of any drugs other than those prescribed by a medical practitioner/specialist are prohibited.

10. WEATHER

- 10.1. The range committee is empowered to stop the competition at any time should they consider that the weather conditions warrant it.
- 10.2. The committee/organisers are empowered to alter the program, including the cancellation of matches.

APPAREL, GEAR AND EQUIPMENT

11. DRESS

All competitors are to wear practical, Tactical clothing, consisting of the following items:

- 11.1. Jacket and or Jersey (Weather permitting)
- 11.2. Shirt (T-Shirt optional)
- 11.3. Trousers
- 11.4. Boots
- 11.5. Bush Hat or Cap
- 11.6. Wet weather clothing

12. EAR PROTECTION

All competitors are to wear ear protection devices during matches.

13. EYE PROTECTION

Eye protection is only mandatory for close quarter matches and/or matches where metal plate targets are used and closer than 100m, or where specified by match conditions and/or range rules. For the rest of the matches, it is not mandatory, although it is encouraged.

14. HAND PROTECTION

Tactical gloves, mittens or gauntlets of any description are permitted to be worn during matches and encouraged.

15. WEBBING & CARRY SUSTEMS

- 15.1. All competitors are to wear webbing of some kind. These include Battle belt/harness', plate carriers and other tactical jackets and webbing.
- 15.2. Two-way radios (with pre-programed range channel) is not mandator, although it is encouraged. For team competitions covering multiple stages, it is mandatory for at least one team member.
- 15.3. No equipment can be handed to a non-team member or range official for safe keeping or to lighten the load, during a match.
- 15.4. Equipment must accompany the shooter/team to the end of the match or competition, unless otherwise specified by math rules or conditions.
- 15.5. All equipment must be safe to use and not pose a threat to the safety of any other competitor, spectator or range officials.

16. OPTICAL AIDS

- 16.1. Binoculars and spotting scopes are allowed, together with their stands or rests for long distance events only.
- 16.2. Refer to rule 15.4.

17. RESTS

- 17.1. Any rests (natural or otherwise) may be used.

17.2. Refer to rule 15.4.

18. SLINGS AND HOLSTERS

18.1. Any sling may be used if it is considered safe, the match director has the final word.

18.2. The sling must always be attached to the rifle during the firing of matches, even if not being used as an aid.

18.3. The sling must not be attached to the rifle in such a manner that the shooter is restricted from carrying out weapon handling drills safely.

18.4. Refer to rule 15.4.

19. AMMUNITION

19.1. An ammunition point will be established on the range when ammunition will be issued to the competitors.

19.2. Competitors will be responsible for supplying their own ammunition, unless otherwise specified by match rules and or conditions.

19.3. Competitors are not allowed to use ammunition that was reloaded by someone other than a certified factory/armoury or be the shooter himself/herself.

19.4. Competitors are each to load their own magazines.

19.5. Defective- or misfire-rounds must be handed to the range officer before the competitor leaves the firing line.

20. RIFLES

20.1. Competitors are to provide their own weapons.

- 20.2. Valid licenses for all firearms used, must be produced and presented on request, by any range official and when entering the competition.
- 20.3. Any alteration and modifications are allowed, if these alterations and modifications do not render the firearm unsafe for use by the shooter or compromise the integrity of the weapon platform.
- 20.4. Alterations and modifications may not pose a risk or threat to any other competitor, spectator or range official.
- 20.5. No fully automatic firearms will be permitted (Store-bought, altered or modified)
- 20.6. Competitors may only use/borrow another shooter's firearm, if he/she is declared Competent in the use of the firearm in question as per the Firearms Control Act (Act no 60 of 2000), have written consent from the legal owner and under direct supervision of the legal owner of the firearm.
- 20.7. All firearms will be declared safe by the range official, before the competitor leaves the firing point.
- 20.8. No competitor is allowed to enter the range or shooting area with a loaded firearm, for self-defence or any other reason.
- 20.9. Firearms may only be loaded on command of the range official in charge of the match or shooting point. Or by instruction of the range officer, in multistage matches.

21. MAGAZINES

- 21.1. There are no restrictions on the number or type of magazines used.
- 21.2. Magazines may not be filled with ammunition, unless instructed by range official or range officer.

- 21.3. Any alteration or modification to magazines are allowed, if it does not compromise the integrity of the equipment or the safety of the shooter, other competitors, spectators or range officials.
- 21.4. Empty magazines may be dropped and abandoned during matches and retrieved after the completion of the match and the shooter's firearm(s) are declared safe by the range officials.
- 21.5. The use of dumb pouches to store used magazines are encouraged and could be deemed a necessary scoring feature at certain Inter Club or National events.

22. TRIGGER

- 22.1. Alterations and modifications to the triggers of firearms are allowed, if the integrity and safety of the firearm is not compromised, and the alterations and/or modifications do not pose a threat to the safety of other competitors, spectators or range officials.
- 22.2. The following minimum trigger release weights are recommended:
 - 22.2.1. Shotguns and Handguns a minimum of 1.8Kg
 - 22.2.2. Semi-Auto Rifle a minimum of 1.5kg
 - 22.2.3. Tactical rifles a minimum of 1.2kg.
- 22.3. The method of testing to be used is as follows:
 - 22.3.1. Place the weight on a flat, level surface.
 - 22.3.2. Ensure the weapon is safe and unloaded.
 - 22.3.3. Cock the action and set the change lever to "fire".
 - 22.3.4. Hold the weapon with the barrel vertical and apply the weight to the trigger.
 - 22.3.5. Slowly lift the weapon until the trigger, without being released carries the weight.
 - 22.3.6. A sheet of paper may be placed under the weight. If the paper can be removed without the hammer falling, the trigger is considered to have passed.

RULES OF ENGAGEMENT

23. SQUADDING

- 23.1. Squadding will be done to ensure that the ranges and details are fully utilized according to range procedures.
- 23.2. No one will be able to request a certain squadding or to be squadded with a specific person, with exception of the following:
 - 23.2.1. When a shooter makes use of someone else's firearm.
 - 23.2.2. Medical condition prevails and supervision is necessary.
 - 23.2.3. Administrative tasks are required from the competitor.

24. SAFETY PRECAUTIONS

- 24.1. The safety precautions must be performed after each match, stage or competition and confirmed verbally by the range official or safety officer. The following steps are recommended:
 - 24.1.1. Remove the magazine from the firearm.
 - 24.1.2. Cock the rifle to eject the chambered cartridge from the breach.
 - 24.1.3. Inspect the chamber to be empty, before cocking is relaxed.
 - 24.1.4. Pull the trigger with barrel pointed in a safe direction, to ease the springs.
 - 24.1.5. Put firearm on “safe” where applicable and declare to the range official.
- 24.2. **As soon as the safety precautions are finished the Safety Flag must be erected and kept inserted until command is given to make ready.**
- 24.3. No competitors are to leave the firing line without having his/her weapon and magazines inspected by a range official and the Safety Flag is erected.

- 24.4. Magazines may only be fitted to a weapon when ordered by the range official.
- 24.5. No magazine is to be placed on a rifle without being on the firing point or where match conditions dictate.
- 24.6. No magazine is to be filled without an order from the Range Official.
- 24.7. Dry firing or sighting with an unloaded weapon may only be conducted on the firing point, provided no one is in front of the firing point.
- 24.8. If a competitor drops his ammunition in a movement or switch exercise it may not be retrieved by another person, except in team matches, when a team member may do so. In the event of a stoppage which cannot be solved immediately by the competitor, he/she must apply the safety catch and place the weapon on the ground. Unloading the rifle will take place after the range has been cleared and under the supervision of the range official.

25. RANGE ORDERS

- 25.1 All the competitors are to read and understand match conditions. As a rule, range orders will be given in the following sequence:
 - *"Next Team/Shooter on firing line"*
 - *"The following Team/Shooter may Prepare."*

This will indicate the match is underway and the Team or Shooter that will be shooting next, may fill his/her/their magazines with ammunition and kit his/her/their equipment, without loading magazines or ammunition in a firearm.

- 25.2 If necessary, the match conditions will be given, clearly ie Distance, Firearm type, match type, Target type/number, Time- or round- restriction and with no additional explanation (For example "3m, handgun accuracy test. Target Tac 1. 30 sec time limit."

Commands may include (Depending on Match conditions):

- *Load/Unload*
- *Contact/Action*
- *Ready/Make Ready/Are you ready*
- *Watch and shoot - Watch and shoot.*
- *“Buzzer or whistle will indicate start”.*
- *Are there any protests?*
- *Make Safe – remove mag, unload, show clear and sling*

The Match or course of fire is deemed ended on the :

- *Stand Back or clear command, or*
- *Safety Precautions instruction - Unload*

26. IMMEDIATE ACTION DRILLS

During a stoppage, the competitor must do his own immediate action drills, i.e. place weapon on safe, remove the magazine, put rifle on fire, inspect, reload, operate the action and if time allows, the competitor may continue firing **according to match conditions**.

27. PROTESTS

27.1. Any claim or complaint by a competitor at a firing point is to be made immediately by way of protest to the range official. If this consequent decision is disputed or if the protest is/cannot be dealt with immediately, it must be escalated to the Chief Range Officer who will convene the Range Committee for a decision.

27.2. If the shooter's protest is awarded:

27.2.1. The shooter is to be given the option to re-shoot.

27.2.2. If the shooter is unable to re-shoot, the shooter will be allowed to make a remedial recommendation and the final acceptance (or denial) lies with the range committee.

28. SIGHT ADJUSTMENT

- 28.1 Rifle sights may be adjusted at any time during a match provided that the orderly conduct of the match **or safety** is not influenced in any way.
- 28.2 No time allowance will be made for adjustments.

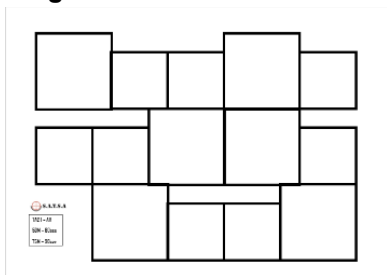
29. WEAPON INSPECTIONS

- 29.1. The range officer is authorized to order at any time a thorough examination of any weapon by an armorer or gunsmith. If any unauthorized, or unsafe alterations or modifications are found it will be reported to the range officer and the competitor will appear before a disciplinary committee.
- 29.2. Re-zeroing of rifles will only be allowed when optic/sight has been damaged or replaced due to breakage confirmed by the Armourer, Gunsmith or Range Committee. Shooter will only be allowed 10 rounds from the 100m for AR and Tactical rifles and 10 rounds from 10m for Handguns. Written consent from the Range Officer and a nominated Range Committee member is required. The re-zeroing will take place under supervision of a nominated safety officer or senior shooter, appointed by the range committee.

30. TARGETS

- 30.1. Falling Plates include fall plates from Hardnox/ AR 500 steel of at least a thickness of 10mm or more and can vary in sizes from 10mm upwards. All plates must deflect shrapnel safely in a 45-degree angle downwards into the ground or take up the energy of the shot safely to prevent ricochets.
- 30.2 Paper scoring and qualifying targets

Target Tac 1

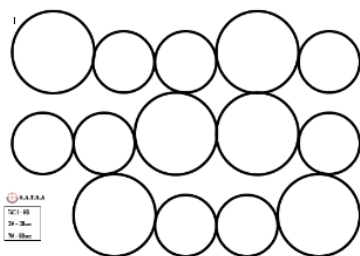


Key:

6 x Big Block ~ 58mm x 58mm

8 x Small Block ~ 44mm x 44mm

Target Tac 2

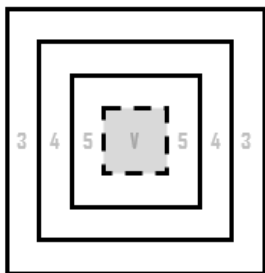


Key:

6 x Big Circle ~ 58 mm (dia)

8 x Small Circle ~ 44 mm (dia)

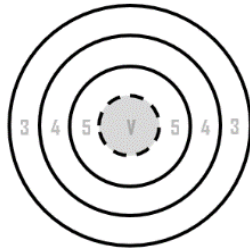
Target Tac 3



Key:

- V ~ 29 mm x 29 mm
- 5 ~ 58 mm x 58 mm
- 4 ~ 87 mm x 87 mm
- 3 ~ 116 mm x 116 mm

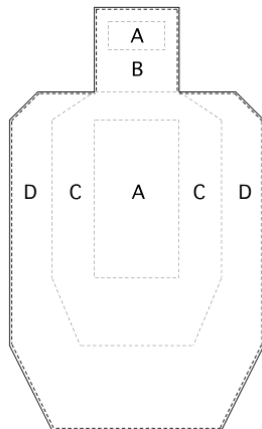
Target Tac 4



Key:

- V ~ 29 mm (dia)
- 5 ~ 58 mm (dia)
- 4 ~ 87 mm (dia)
- 3 ~ 116 mm (dia)

Tac 5



Key:

- Head A ~ 55 mm x 110 mm
- Head B ~ 150 mm x 155 mm
- Torso A ~ 265 mm x 155 mm
- Torso C ~ 440 mm x 300 mm
- Torso D ~ 580 mm x 445 mm

31. SCENARIO BASED RANGE LAYOUTS

31.1 SATSA's stated objective is to follow an applied real-world scenario-based curriculum in ALL events (whether within monthly club events or in inter club or national competitive events). SATSA does not score or function within traditional sports shooting arena like IPSC or SADPA and hence their rules or regulations are not applicable. Rather SATSA is an accredited 'sport shooting' association, following a tactical defensive approach – it is therefore imperative that events are correctly setup and scored accordingly.

31.2 The focus is not “running and gunning” or ‘high speed, low drag’ with a predominant focus on speed but rather a combination of various elements that includes precision, speed and TECHNIQUE. Specifically, the correct execution of tactical elements such as the use of cover and concealment as used in vehicle and structures, In other words angles corners and dark spaces focusing on room entries plus angled shooting from the ‘correct’ positions in and around vehicles. The ultimate objective is the correct technique as this might be the only reason the shooter walks away from and encounter.

‘Slow is smooth and smooth is fast’ perfectly fist the SATSA approach.

32.3 For the purpose of fairness and objective assessment especially during competitions the areas to be utilised should be clearly marked (for example tape or spray-paint on the ground, structure or vehicle). Executing a shot outside these demarcated areas will incur a penalty point to then scoring system specific, to be added to overall time or deducted from the overall score.

32.3 Use of cover and concealment and scoring
The use of cover during engagement (reloading and/or shooting) is imperative. To encourage participants to make us of this the following scoring will be in effect:

- Full use of cover = 2 additional points to total score
- Partial use of cover = 1 additional point
- No use of cover/exposure = no additional points

32. SCORING

- 32.1 The official scorer will issue score sheets or if preapproved and agreed upon a computer app-based system such as Practiscore with shooters names and squadding. Assistant range officers to confirm the names of the shooters on the firing line.
- 32.2 If a system, such as Practiscore is used all competitors must make sure that they are satisfied with the final scoring of the range prior to the RO “entering” the results.
- 32.3 Time constrained matches. Matches with limited time. Shooter may not shoot after time has ended. If so, the total number of rounds fired after time ended will be deducted from the same number of the highest scoring shots.
- 32.4 Round constrained matches. Shooters will not shoot more rounds as permitted by match conditions. If so, the same number of rounds fired more than the maximum allowed, will be deducted from the highest scoring shots.
- “Hit ratio” is calculated by dividing the total time for a match by the number of scoring shots.
 - When a shot touches the line between two divisions of the target, the competitor will be credited with the higher value.
 - If the line hit falls between two countable areas, the higher value or the area where it is needed is counted.
 - A ricochet will count as a hit, if it hits a scoring area, if the hole made by the ricochet is of same size as the bullet diameter or larger.

Refer Annexure B & C for more on scoring.

33. EXCESS HITS

When, in any match or series of matches, the total number of hits on a competitor's target or targets exceeds the number of shots fired and no means of identifying these shots exists, all the hits will be signalled in the usual way. Misses don't count as hits. The procedure will then be as follows:

- 33.1. If confirmed that the excess hit(s) were made because of the competitor or team firing more than the number of shots allowed, the score will be disallowed, and the penalty of disqualification could be enforced.
- 33.2. Should the number of hits not exceed three (3) hits more than the number of shots allowed, the score will be adjusted by subtracting the same number of the highest counting hit(s).
- 33.3. When the number of hits exceeds three (3) shots more than the number of shots allowed, the score would be cancelled, and the shooter will re-shoot. A re-shoot will be as per the original shoot and could include:
 - 33.3.1. Sighters, if any
 - 33.3.2. Previous movements, if any and/or
 - 33.3.3. The number of counting shots fired.
- 33.4. When the competitor must engage more than one target and there is no excess in the total number of hits but there are more hits on one particular target than allowed by the match conditions, the extra hits on the particular target (or scoring area) will be deducted plus one more scoring hit for each of the extra hits.
- 33.5. Only the target(s) with excess hit(s) is/are subject to the conditions in Rule 33.4.
- 33.6. **Round count must be determined prior to the event and the shooters to acknowledge that fact.**

34. SPORTING DIVISIONS

Spectre Tactical Shooting offers six Sporting Divisions for participants to compete in. The Divisions are designed that different firearm types, skillsets, and tactics must be applied to successfully complete the Courses of Fire (COFs). This is in line with reality where different scenarios require the application of different tools, ballistic properties, precision standards, and tactics to adapt to and overcome diverse obstacles or challenges.

Safety is paramount: no COF may violate fundamental or range safety requirements.

The same COF may be shot with different Firearm Classes. However - **not all Firearm Classes are suited for all Sporting Divisions.** Practical considerations and real-world experience guide the decision-making process pertaining which firearms are suitable for which Divisions. For example, handguns and shotguns are generally unsuitable for Long-Range Division, or any ranged shooting as may be staged under Bush Lane or Hostage Rescue.

Equally, Precision Rifles are generally unsuitable for CQS Division COFs (where CQS Division focuses on the use of Close Quarter Combat tools such as compact carbines and pistol-calibre carbines). The onus is on the competitor to ensure that their firearms meet the requirements for the day's scenarios and tasks. If in doubt, please refer to the Match Director.

Competitors will compete within their chosen Firearm Class where multiple Firearm Classes are suitable for a given Division, e.g. when Carbine Class and Pistol Calibre Carbine Class both participate in the same CQS Division on the same day, shooters will compete in scoring with those of the same Class, as well as in the overall Division.

34.1 CLOSE-QUARTER SPORTING (CQS) DIVISION

Close-Quarter Sporting Division comprises Courses of Fire (COF) that make use of multiple approved cardboard, paper and / or steel targets per stage (See *Appendix B – Examples of Approved Targets*). **There is no minimum engagement range except for steel targets, where a 7-metre minimum from shooter limit**

applies to handguns and shotguns for reasons of safety. Minimum steel engagement range for rifles is pre-determined prior to an event.

CQS Division focuses heavily on tactically correct movement, making full use of cover and concealment, and shooting while moving when appropriate to do so. COFs may be set-up on outdoor and indoor ranges. The incorporation of environments with limited space, limited visibility, and difficult manoeuvrability are encouraged.

Environmental restrictions may be simulated by use of objects that restrict allowed movement and visibility. Such objects can be visual and/or tactile indicators, e.g. brandering, hazard tape, barrels, tyres, dry walling, etc.

Incorporating methods for imposing cardiovascular exertion immediately prior to commencing the COF is wholly encouraged when applicable. Examples include tyre flips / pulls, using kettle bell, burpees, squats, etc.

CQS Division COFs can be set up as **proactive** or **reactive**.

34.1.1 Reactive Courses of Fire encourages tactically correct movement away from the simulated ambush point / initial point of contact (or movement *towards* an initial point of contact from a “safe zone”) and reorientation to engage targets from a tactically sound firing position. This may involve first engaging the closest targets before moving, if appropriate to the circumstances of the scenario.

34.1.2 Proactive Courses of Fire requires participants to perform hasty planning with limited available scenario-based information (as supplied by the match director) prior to executing the COF. These COFs are designed to allow for multiple (i.e. three or more) different possible approaches participants can choose to apply.

34.2 BUSH LANE DIVISION

Bush Lane Division comprises Courses of Fire (COF) that simulate rural or urban experiences, and make use of multiple approved cardboard, paper and/or steel targets.

Minimum engagement range is 3 metres (except for steel which embodies a 7-metre minimum from shooter for handguns and shotguns, and pre-determined prior to event for rifles for reasons of safety). Maximum engagement range is 300 metres.

Targets will be arranged in such a manner that they will be engaged in a minimum of two directions for a maximum of 270 degrees of engagement:

- Left and Front; or
- Left and Right; or
- Left, Front, and Right; or
- Front and Right.

Targets can be clustered or arranged at different engagement ranges and intervals.

Participants must navigate from a designated starting point to a designated end point. This navigation can be via a demarcated linear path, or a route navigation making use of a map and compass.

While completing the given course participants will have to identify targets and non-threats as they move and engage targets in a manner that is in keeping with good tactical practices.

Participants must use cover and concealment where applicable and prudent. Firing while moving is allowed and encouraged where no cover presents itself and when it is safe to do so.

34.3 FIELD ENGAGEMENT DIVISION

Field Engagement Division comprises Courses of fire (COF) making use of multiple approved cardboard, paper and/or steel targets positioned either solitarily, or clustered in groups at various engagement ranges. Minimum engagement range is 50 metres, and maximum engagement range is 600 metres.

The COF will commence from a firing position. Participants must engage targets using one of three body positions (standing, kneeling, or prone) as appropriate, whilst making use of available cover and / or concealment. After engaging a target or cluster of targets, the participant must then move to the next firing position to engage the next target or cluster using the appropriate Class of Firearm. This process continues until all targets and / or clusters have been successfully engaged.

There must be at least three (3) firing positions that participants must move to per COF.

The appropriate body orientation (standing, kneeling, prone) will be governed by practical and real-world considerations regarding engagement distance, available cover / concealment, target visibility, etc and will be at the shooter's discretion (if fundamental safety is observed).

34.4 HOSTAGE RESCUE DIVISION

Hostage Rescue Division comprises single or multiple approved cardboard, paper and/or steel targets that are obscured to varying degrees by no-shoot targets. There are no engagement range limitations (except as required for reasons of safety), and different Firearm Classes may be prescribed for specific scenarios represented by the course of fire and engagement distance.

Participants will engage targets to achieve a *Dead* or *Alive* score. The COF can comprise a single shot or multiple shots. As dictated by the nature of the COF's scenario, participants will either engage the target from a single static position or be forced to move to and/or from a firing position or multiple such positions.

Due adherence to cover and/or concealment where applicable is required for the participant in order not to fail the COF.

A strict time limit applies to the firing of the required shots. A follow-up shot is allowed if a shooter misses the but must be done under the time limit.

34.5 LONG-RANGE DIVISION

Long-Range Division is defined as any event taking place where approved target types are engaged over ranges beginning at a minimum of 250 metres.

The target distances will not be disclosed to shooters and the shooters will be required to range the targets and engage them in the best practice / tactical priority.

Target sizes, numbers, and distances can vary as deemed appropriate for the Courses of fire (COF).

Targets can be manufactured from steel, self-healing polymer, or any other materials deemed by the Match Director to be both safe and in keeping with the goal of the event.

All targets will be engaged from a designated firing position and all shots taken by a shooter in engaging the COF will be from the prone position over a bipod or sandbags.

Shooters may make use of wind reading devices, range finding devices and pre-prepared dope charts for elevation and windage calibrations (not specifically tailored to any COF).

Shooters may engage the COF using hold-over or dialling for windage and elevation. The shooter's rifle bolt/charging handle will always be open/in the locked-open position until the shooter has taken up the prone position at the designated firing area and is ready to commence firing.

Once the shooter has completed the COF – the bolt/charging handle will be opened/locked in the open position and the shooter will indicate to the range officer that the firearm is in a safe condition before unloading the internal magazine / detachable magazine under the range officer's supervision with the muzzle pointed in a safe direction.

34.6 SCORABLE SKILLS DIVISION

This division incorporates any skill-building exercises, drills, or training courses that are scorable (either by points, percentages, or pass/fail) and contribute to the participant developing, anchoring, or benchmarking their relevant firearm skills.

Scorable Skill Exercises can comprise events that fall under other sporting bodies. Examples include:

- the FBI Handgun Qualification Course,
- the Tactical Pistol Course (Federal Air Marshal Qualification)
- Zig-Zag or zipper carbine/rifle drill, or
- any other firearm (handgun, rifle, or shotgun) drill including 2-by-2 drill, box drill, Bill Drill, El Presidente, Mozambique Drill

Any target type is acceptable for Scorable Skill Exercises, but it must be relevant to the skill exercise in question and allow for the shooter's performance to be accurately observed and scored.

In the event of shooters performing Scorable Skill Exercises away from official events (in their private capacity) and would like to submit their scores as proof of participation, they must supply sufficient and confirmable evidence of the exact date, time, and place where the exercises took place.

Required supporting documentation include signed copies of range registers, completed score sheets or other written documentation displaying the obtained score(s) signed by a Range Officer on duty at the chosen location, and photos of targets.

35. HANDGUN & CARBINE TRANSITION STAGES

For context, a correctly specified and designed semi-automatic rifle in either a full power or intermediate cartridge, will allow a competent operator to engage targets within the same course of fire from 5m to 300m.

Within that course of fire, it is now an international standard for two gun matches to engage targets with both a handgun and a rifle withing the same course of fire. This can be done safely with minimal risk to participants and Range Officers with adherence to the procedures outlined in this document.

35.1 Match Level System

Matches will be divided into three levels:

- Level 1,
- Level 2, and
- Level 3 .

35.1.1 Level 1 Matches

These matches are not intended for complete novices to firearms. But are perfectly within the ability of a shooter with a basic level of proficiency with their firearm to complete safely.

These matches are the monthly club shoots that are hosted at SWPC, they primarily focus on the CQS division, hostage rescue and scorable skill exercises. The equipment is mainly EDC equipment and tactical gear as well (plate carriers, webbing etc are encouraged). These matches are intended to be challenging and difficult while also allowing people who are new to practical shooting to familiarise themselves with the discipline.

35.1.2 Level 2 Matches

To qualify to attend Level 2 matches, the shooter must have attended 12 x Level 1 matches. Have demonstrated that they understand the vision and purpose of Spectre. The shooter must

personally possess the required equipment for Level 2 matches. The shooter must also score a grade of 90% on the FBI qualification drill with a handgun. The FBI qualification drill will be hosted every 6 months. Level 2 matches will be hosted 2-3 times per year.

Level 2 matches will be hosted at a facility where there are ranges that allow rifle use up to 300m or more while also allowing use of a handgun and rifle at closer distances within the same course of fire. Shooters will be vetted based on attendance of Level 1 matches as well as other measures. These matches will be like the two-gun shooting discipline in principle and requires a proficient and experienced shooter.

35.1.3 Level 3 Matches

Level 3 matches are reserved for only the most advanced shooters who are strictly vetted to attend. The exercises performed will be advanced in nature and require a high degree of trust and proficiency between shooters.

To qualify to attend Level 3 matches, the shooter must have attended 6 x Level 2 matches and demonstrated safe and proficient use of their firearm and use of a sling while also being able to transition to a handgun safely. While also being vetted to the same and possibly higher standards.

35.2 Vetting Procedure

35.2.1 As stipulated in the preamble of the original rulebook, our stated objective is not to be a rule dominant shooting discipline, but rather a principle based discipline within the rules.

Any form of rule gaming, seeking loopholes in the rules, abuse of stage designs, intentional obscurity about stage briefings, abuse to any other shooter at any time will not be tolerated in any capacity.

Should this behaviour be noted at any time during a Level 1

match that person will not be permitted to attend Level 2 matches.

- 35.2.2 Shooters will be vetted on this factor and the spirit in which you attend Level 1 matches. Level 1 is open to everyone, and we openly encourage attendance. Level 2 and up are not. This is done for the safety of the shooters and the Range Officers; we want shooters who are confident in their abilities and shoot with deliberation and confidence to participate in this discipline. Not shooters who chase timers and cause unsafe actions consequently.
- 35.2.3 There are no medals or prizes awarded to shooters based on where they place in any match. We encourage people to enjoy themselves and the opportunity to hone their shooting skills to an objective standard.

35.2 Use of slings during courses of fire

- 35.2.1 The type of sling, its construction and way it is affixed to the rifle is crucial for safety reasons and also for the operator to employ it effectively. One-point slings are not permitted, they are neither practical nor safe for the purposes of the discipline and cannot secure the rifle while actively moving over under and around obstacles during a course of fire.
- 35.2.2 Authorised slings shall be a quality adjustable two-point sling or three-point sling. Examples of quality two-point slings include amongst others Magpul (MS1 is shown below), Warrior Assault, Blue Force Vickers, Taakmag and Flatline Fibre.
- 35.2.3 For the purposes of these rules the “Front” position will be defined as the rifle being securely slung to the front of the shooters body, muzzle down and the pistol grip facing the shooters dominant hand, as demonstrated below. The rifle may also be pushed to the side of the body in the same orientation to allow for a clean draw with a handgun. This is the only allowable sling position.

- 35.2.4 Rifles with the sling attached to the bottom of the stock and handguard will make the front sling position difficult if not impossible to achieve. Note that if you cannot demonstrate this sling position is achievable with your rifle, at the Match director's discretion you will not be permitted to shoot. This sling position is an internationally accepted standard, taught by reputable instructors and practiced by militaries and law enforcement operators globally. Fit the sling according to this standard and practice using it beforehand, check that it doesn't snag on gear and equipment like plate carriers and body armour.



- 35.2.6 To be permitted to sling the rifle the shooter must first remove the magazine and stow it, then fire the remaining round in the chamber at a designated steel plate. A hit on this plate will result in a bonus score depending on the stage brief, the RO will shout "CLEAR". The rifle is now RO VERIFIED CLEAR and may be slung, allowing the shooter to draw their handgun or move around obstacles. This procedure will be done on the timer during a course of fire. It must be done with proper deliberation and care. This discipline is not about competition but rather to hone specific shooting skills that are not possible to exercise in other disciplines. Failure to adhere to this procedure and the slinging of a loaded rifle will result in a disqualification from the match and reassessment of the shooters vetted status.

- 35.2.7 Once the rifle is in the RO VERIFIED CLEAR STATE, the rifle will likely "sweep" the shooters feet and legs and

potentially break the 180-degree safety line. Every effort shall be made to avoid this from happening, but it is ultimately unavoidable. Provided that the rifle is cleared in the above manner prior to it being slung, no realistic safety hazard is present.

- 35.2.8 If the course of fire requires the rifle to remain loaded, the safety must be activated, and the rifle placed on the ground or on a provided table facing a safe direction away from the shooter as per the requirements of the stage briefing and instruction from the match director.
- 35.2.9 When it is time to use the rifle again to engage designated targets, it may be loaded from the front sling position and in the 'workspace' as normal and used to engage targets as per the stage briefing.

35.3 Retention and use of handguns during courses of fire

- 35.3.1 The shooters handgun will be loaded to its capacity or as specified at the start of the stage under instruction from the Range officer, and then holstered.
- 35.3.2 For Level 2 shoots IWB (in the waistband holsters) are not permitted. A quality OWB (out the waistband holster) must be used. The holster must securely retain the gun while moving and running. Level one retention (friction) at minimum but preferably level 2 (thumb drive) or level 3 (thumb drive and hood). Holsters with solid belt loops and active retention are advised. Leather bikini type OWB holsters are not permitted. Any form or type of speed or race holster is not allowed, as well as all other holsters outlined in the rulebook.
- 35.3.3 At minimum the holster must be a OWB kydex holster with loops securely attached to a sturdy gun or battle belt. If a Range Officer or match director observes a gun and holster moving around excessively during a course of fire while the shooter is running or moving. The match

director reserves the right to disqualify that shooter from continuing the match.

- 35.3.4 The shooter must be able to easily reholster the gun without the risk of any garment getting into the holster opening. Kydex holsters with loops that sit close to the body are potentially at risk of this, a holster that sits further away from the body is less prone to this occurring and is therefore recommended.

35.4 Special Penalties

- 35.4.1 Special penalties are applicable to Level 2 shoots for safety and practical reasons.
- 35.4.2 Any piece of equipment including magazines left on the range after the stage is finished will incur a +60 second penalty per item. Use of a dump pouch is recommended. Magazines must be stowed during reloads. The reasoning behind this is to go back and pick up magazines on large ranges incurs safety hazards of people accidentally being down range when another shooter is on the line.
- 35.4.3 Brass may be collected that is convenient to do so, within reason an effort will be made to collect brass that is convenient close to the original shooting positions. The facilities being used could have shooting positions potentially 100m or so apart. For safety and practical reasons please make peace with the fact you will not recover all your brass. There will be one verbal warning, after that any shooter that holds the next shooter up by attempting to collect brass by walking down range will incur a +60 second penalty.
- 35.4.4 No “air gunning” any in any capacity will be allowed. Walkthroughs are done to help familiarise the shooters with the stage for safety purposes and to minimize a misunderstanding of the briefing. It is not intended to be

an opportunity to test shooting positions, look around barricades, practice draws, target transitions etc. It will not be permitted as it is a waste of everyone else's time and goes against the spirit of Spectre Tactical shooting. Any person performing any of these actions will incur a +60 second penalty for that stage after a verbal warning.

35.4.5 If a rifle is dropped in the RO VERIFIED CLEAR STATE from the sling or from the hand, the shooter will incur a +30 second penalty. Any loaded gun that is dropped will result in disqualification. When a gun is dropped in this condition the stage will be stopped and the Range Officer will pick up the gun, clear it and return it to the shooter. For safety reasons if a loaded gun is dropped the shooter must not pick it up.

35.5 Equipment Requirements for Level 2 matches

The shooter must possess their own semi-automatic handgun and semi-automatic rifle chambered in an intermediate or full power rifle cartridge. Revolvers are unfortunately not permitted and must rather be used in Level 1 shoots. Shooters must carry all the ammunition on their person required for the entire match.

35.5.1 Predetermined stages will require that the operator wear a ballistic plate carrier. Each shooter is required to have a CAT7 or any CoTCCC rated Tourniquet on their person. Preferably a complete Individual First Aid Kit (IFAK).

35.5.2 Range officers must have medical equipment on hand. Without a quality and readily accessible tourniquet on their person, the shooter will not be permitted to participate in the match.

35.6 Movement & Weapon Carry methods

When moving and shooting between targets a safe carry position must be adopted; this should be the preferred 45-degree high port position for a rifle or shotgun and the stowed or temple index

position for the handgun (must be cleared by match director as some disciplines do not favour this method). Handguns in holsters must be secure and if rifle or shotguns are slung, they must be stable when on the move (refer 35.2 above).

36. DISQUALIFICATIONS

There are several reasons that warrant the disqualification of a participant pertaining to prohibited behaviour.

36.1 Unsafe firearm handling will result in immediate disqualification from a match.

A non-exhaustive list of unsafe and unacceptable behaviours includes:

1. Endangering any person, including yourself. This includes sweeping yourself (or anyone else) with a loaded or unloaded firearm. *Sweeping* is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person. Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or draw the firearm from the holster without sweeping a portion of the shooter's lower extremities. Thus, a disqualification is not applicable for sweeping of the shooter's own body below the belt while drawing the firearm from the holster or holstering, provided that the shooter's trigger finger is outside of the trigger guard;
2. Intentionally or unintentionally engaging (discharging the firearm) anything other than an approved target or the backstop;
3. Drawing a firearm from the holster unless instructed to do so or to engage targets during a COF, or when in a designated Safe Area.
4. Drawing a firearm while facing up range;
5. Gratuitous unsportsmanlike conduct;
6. Dropping a loaded or unloaded firearm;

7. Violations of the Shooter's Code of Conduct as determined by the match director;
- 36.2 Failure to adhere to any range safety rules or requirements will constitute a wilful failure on the part of the participant, and they will be disqualified from the match.

SATSA RULES MANUAL

ANNEXURE A: FREQUENTLY ASKED QUESTIONS

Question: *The shooter just swept his feet while drawing his handgun? He also swept his feet while holding his rifle low ready? He must be disqualified.*

Answer: Shooters participating in any SATSA shoot (Level 1-3) will be expected and checked to be practicing proper and quality trigger discipline, it is almost impossible for any person to draw a handgun from a strong side position without sweeping their lower extremities in some capacity. If the shooter's finger is out of the trigger guard, accidental sweeping of the lower extremities will not be classified as an unsafe action.

Question: *Can I use a .22 LR self-loading rifle in Level 2 matches?*

Answer: No, steel will be shot, and hits must be easy to recognize by the range officials. Rifles must be chambered in intermediate or full power rifle cartridges.

Question: *Can I use a 9mm carbine or Roni type kit in Level 2 matches?*

Answer: 9mm carbines will be permitted for most predetermined matches unless explicitly specified they are not allowed for that match.

Question: *Can I use a bolt action rifle for Level 2 matches?*

Answer: For two-gun type shoots, no they are not permitted. At a later stage precision rifle and long-distance shooting disciplines will accommodate the use of these firearms.

Question: *I don't own a self-loading rifle; may I borrow one to participate in Level 2 matches?*

Answer: This practice is allowed, subject to meeting all the legal requirements, and encouraged at Level 1 shoots, at Level 2 and above matches shooters must start having their own equipment and gear and

demonstrate familiarity with it.

***Question: My rifle isn't zeroed, may I zero it on the day of the match?
May I check my rifles zero before the match starts?***

Answer: For the sake of time and respect to other shooters, at any match Level 1-3 you will not be permitted to check the zero of your rifle or any firearm at the match on the day. Ensuring your zero is correct and your rifle is functioning correctly (optics are not loose etc) is part of the responsibility of being a proficient rifleman.

ANNEXURE B: SCORING

Scoring Option 1 and 2

1. Negative Scoring – the participant's score is equal to their time plus the addition of points (as per Hit Zone) and penalties. A lower time is equal to a higher score. This model is used with a shot timer.
2. Positive Scoring – the participant's score is equal to the points they accumulated (as per Hit Zone) minus penalties. More points will equal a higher score. This model is used with a Par Time requirement.

Scoring option 3 (US Tactical X games) :

3. Scoring is designed to weight each battle equally on a 1000-point scale. How you finish on that 100 Point scale is a direct representation of how you performed compared to the top score in your division. Weighing each battle on a 1000-point scale is important so that one battle does not dominate the event. Then your points across the event (usually 6 battles) are totalled up to give you a points total. The scores can also be reflected in a percentage of first place giving final scores against 100 points awarded.

Your time is converted to seconds, and your total penalties (mainly 10 sec per miss) are added to the time.

*For example: **Competitor A***

Actual Time:

Time 8:30 minutes & 11 misses

Converted

Time 510 sec & 110 sec misses

Total Score

620 seconds (510 sec + 110 sec)

All scoring systems are always adaptable by the Match Director to accommodate different target types/configurations, as well as may be determined by the nature of the match.

Only one adaptable scoring model must be chosen and used per match.

Scoring is designed to reward the shooter for achieving the maximum possible number of accurate hits in targets' Hit Zones (HZ), either in the shortest amount of time (when against a shot timer) or at under Par Time, whilst making correct use of cover or concealment where applicable during a course of fire.

Par Time is a benchmark defined as the acceptable time a skilled shooter is expected to successfully complete a specific COF whilst adhering to safety and tactical requirements.

Par Time is derived from realistic expectations based on actual demonstrated performance and experience.

Falling steel is scored by awarding a hit if the plate/target falls. Should a plate be caused to move to a position where it cannot be re-engaged, then the plate will score as a hit. All falling steel targets must be engaged until down.

- Steel will be awarded **plus zero (0) seconds** or **plus seven (7) points** per plate knocked down. Plates left standing will incur **plus seven (7) seconds** or **minus seven (7) points** per plate left standing.

Steel targets are to be calibrated that a 9mm Parabellum 124 grain bullet traveling at 1000 fps (or whatever available equivalent energy-wise) succeeds in knocking it over. For practical intents and purposes, this is simply to ensure that the steel targets will fall with most used or reloaded ammunition. If these criteria can be satisfied, the plates shall be considered adequately calibrated.

Paper targets will be scored according to Alpha, Bravo, Charlie hits zones and as required and as pre-determined.

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ANNEXURE C: TACTICAL COVER & CONCEALMENT

Using Cover and Concealment – The Tactical Concept

The stated purpose and objective of SA Tactical Shooting is not confined to speed and accuracy alone, but also make it a requirement for (and strongly encourage) participants to effectively and rationally use cover and concealment **when applicable**.

Using cover and concealment effectively and correctly is a highly important combative skill, and like other individual firearm and combative skills it must be honed through regular practice to achieve a good level of proficiency.

SATSA uses a very basic system of scoring participants on their use of cover via a three-point scale (1 to 3), which results in **time subtracted** or **points added** to the participants final score for each COF in a manner that positively encourages the practice.

The participant is scored by the Range Officer (RO) **per use of cover** as follows:

1. **No Use or Attempted Use of Cover:** e.g. the participant is standing openly within a doorway or aperture, or openly next to available cover, while engaging targets or reloading. No attempt at slicing the pie when going around corners.
2. **Imperfect Use of Cover:** e.g. the participant is making use of cover and concealment, but more than half their body is exposed, or they are standing up behind low cover as opposed to crouching behind it, or they are shooting over cover instead of around it when appropriate.
3. **Good or Perfect Use of Cover:** e.g. the participant is making full use of cover and concealment by exposing the smallest part of their body possible, does not spend unnecessary time in fatal funnels, reloads while behind cover, changes the position around which they “pop up” from behind cover – not using the same place twice in a row – and ‘slices the pie’ with proper consideration of incoming fire.

Scores are added to the shooter's COF score as follows:

1. **No Use of Cover:** **-0 Seconds** or **+0 Points** per use of cover
2. **Imperfect Use of Cover:** **-1 Seconds** or **+3 Points** per use of cover
3. **Perfect Use of Cover:** **-2 Seconds** or **+6 Points** per use of cover

It is the responsibility of the match director to ensure all participants are fully briefed of how they will be scored according to the cover system.

Verbal warnings or encouragement of participants to make them aware of using cover during the COF is allowed (and preferred) – Range Officers must not see a participant disregard cover without warning them. When in doubt, the participant must always receive the benefit of the doubt.

