

TASC MD's Guidelines

This document is to act as a guideline for all TASC Match Directors. These suggestions are based on past experience. They are not a set of rules. MD's are allowed to vary from the recommended format if they have a plan to carry out a successful match.

Match Format:

- A typical match should consist of 5 stages. Two stages, typically longer field courses, are to be shot in the morning. Three stages are to be shot in the afternoon. One of them will be a USPSA classifier.
- At the MD's discretion a match could also be 4 or 6 stages. This depends on the number of shooters, the time it takes to complete the AM stages, and the length of the stages. An attempt should be made to turn the morning stages into a classifier, or a smaller afternoon stage.
- **The ARO must call out all duties prior to each shooter.** The callout is: Shooter, On Deck, Tapers, Steel and Props, Brass and Mags. There must be enough people helping to ensure a quick stage reset.

Stage Format:

- The two morning stages should be 22 or more rounds. They can be more complex in nature than the afternoon stages. Moving targets, memory stages, use of no shoots and hardcover, should be more common here than the afternoon stages.
- If possible, the morning stages could be quickly modified to make a simpler afternoon stage. The afternoon stages may be less than 22 rounds.
- The first match of the month should have easier stages in the afternoon, as this is when the new shooters start.
- It is a help to the Statistician if the stages differ in round count.

Stage Design:

- Steel targets:
 - All steel used in a stage must be calibrated.
 - Make sure all popper lock nuts are tightened before shooting starts.
 - The poppers should be freshly painted to start.
 - Steel must be at least 10 yards from the closest shooting position.
- If you think moving targets in a stage may have reset problems, try to place them early in the stage. If there is a range equipment failure the shooter won't have to complete the whole stage. This assumes the RO stops the shooter.
- If a stage has more than one moving target, try to lower the round count of the stage.
- Stages with targets 25 yards or greater will require everyone to stay up range of the sidewalk. Remember, this will affect the time it takes to start shooters on an adjacent stage.
- Avoid having a lot of movement between shooting locations. Allow space for reloads on the move, but refrain from a lot of extra running.
- **REMINDER** – Things That Slow Down Shooters: Targets beyond 15 yards that have no shoots or hardcover. Targets showing only the upper A-B or lower A zone, which are beyond 10 yards. Placing no shoots directly behind white steel targets.

MD Tasks:

- Try to arrive at the range by 8:15. Ask for volunteers who will be driving trucks to please arrive early.
- Find people to help design and build stages. Attempt to find a first time stage designer. They should have attended at least 3 matches.
- At the first morning walk through, **remind EVERYONE that the first match priority is SAFETY.**
- Find an MD for the next match.
- If possible, start shooting before 10 AM.