



# DallyPost Tactical Official Rulebook

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## Revision

2016-07-22

In the event that two or more rulebooks are present, having differing revision numbers, the rulebook with the highest revision number shall be followed.

## Objective

1. DallyPost Tactical shall assist defensive and tactical shooters to become proficient in the execution of life saving skills. The value of these skills shall become incalculable in the event that a firearm must be used in self defense or the defense of others.
2. DallyPost Tactical Challenges provide a mechanism to elevate a shooter's ability through the process of Progressive Proficiency. The principles of Progressive Proficiency demand that proficiency be established one layer at a time. Therefore, shooters are encouraged to master the requirements of one Challenge before advancing to a higher Challenge. Each successive Challenge will require an increased level of performance while elevating levels of physical and mental stress.
3. DallyPost Tactical shall increase the popularity of shooting sports through a structured system of team and individual shooting competitions.
4. DallyPost Tactical shall protect the integrity of advanced firearms training by insuring that the demands of competitive shooting shall never compromise the necessity of correct training principles.

5. DallyPost Tactical operates according to a simplified set of rules. We resist the temptation to write separate guidelines for every possible variation of environment, weapon, caliber, etc. The only undeniable rule of life is that life is unfair. We train and play in accordance with this rule.

## **Membership**

1. You need not be a member to participate in DallyPost Tactical shooting events.
2. The annual membership fee is \$25.00. Membership has the following benefits.
  3. The member will have access to past scores which, will include a bar graph to illustrate progression or regression of proficiency.
  4. Only members can be a member of a shooting team and compete in a shooting league.
  5. Only members are eligible for year end awards.
  6. Only members will be invited to participate in Member Appreciation free shooting events.

## **Challenge Overview**

1. Basic challenges are offered for pistol and carbine proficiency. In these challenges, the shooter remains stationary and engages a moving target in accordance with the directions provided below.
2. Dynamic challenges are offered for pistol and carbine proficiency. In these challenges, the shooter will move dynamically with and engage a randomly moving target in accordance with the directions provided herein.
3. Defensive challenges are offered for pistol and carbine proficiency. In these challenges, the shooter will move from cover to cover while engaging a randomly moving target in accordance with the directions provided herein.
4. Multi-Gun challenges are offered for pistol, carbine and long gun proficiency. In these challenges, the shooter will move from cover to cover while demonstrating proficiency with all weapons. Multi-Gun challenges may be completed in accordance with the directions provided herein.

## **Prerequisite**

1. Instructors are encouraged to require that each shooter master basic level challenges prior to attempting dynamic level challenges. Additionally, instructors are encouraged to require each shooter to master dynamic level challenges prior to attempting defensive level challenges. Instructors may allow a shooter to attempt dynamic and defensive level challenges if, in the best judgment of the instructor, the shooter is qualified by prior experience to attempt the dynamic or defensive challenge in question.
2. No shooter shall be allowed to attempt a multi-gun challenge until he or she has mastered a defensive pistol challenge and a defensive carbine challenge.

## **Gun Safety Rules**

1. Violation of any rule in this section shall result in the immediate disqualification of the shooter.
  2. Never point a gun at anything you do not wish to destroy.
  3. Keep your finger straight and off the trigger until you are on target and ready to fire.

4. Keep your weapon on safe until you are ready to shoot.
5. Be absolutely sure of your target, its foreground and its background.

## Range Safety Rules

1. A cold range will be maintained, see glossary.
2. The muzzle Safe Point shall be aggressively enforced, see glossary.
3. All individuals on the firing line must wear eye and ear protection.

## Equipment

1. Weapons and other equipment used in this Challenge will be serviceable and safe. A shooter will be required to withdraw any equipment observed to be not serviceable or unsafe. In the event that a weapon cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the Instructor, who will take appropriate action.
2. Ammunition:
  3. Armor piercing, incendiary, expanding, or any ammunition where any component of the projectile is made of steel shall be prohibited. Ammunition will be subject to random magnetic inspections.
4. Acceptable weapons: All weapons must meet the following basic criteria:
  5. Pistols and Revolvers:
    6. A semi-automatic pistol or revolver with a barrel length of at least two inches.
    7. Rimfire ammunition is acceptable for basic and dynamic challenges only. Center fire ammunition is acceptable in all challenges.
    8. Conventional notch and post type sights.
    9. A maximum capacity of not less than five rounds in the magazine or cylinder.
  10. Carbines:
    11. A magazine fed rifle with a barrel length of at least eleven inches.
    12. Rimfire ammunition is acceptable for basic and dynamic challenges only. Center fire ammunition is acceptable in all challenges.
    13. Iron, red dot or telescopic sites are approved.
    14. A maximum capacity of not less than five rounds in the magazine.
15. Holsters: A holster is required for all Challenges where a pistol will be used and shall be legal if the following conditions have been met:
  16. Must fully cover the forward edge of the trigger of the weapon.
  17. Must carry the weapon in a manner that is appropriate for concealed carry, duty, or tactical operations.
  18. Must hold the weapon with enough retention to allow the wearer to complete normal daily tasks without fear of losing the weapon.
19. Slings: A sling is required for all carbines.
20. Ammunition Carriers: Ammunition carriers are not required for basic pistol and basic carbine challenges. Magazine carriers and/or speed loader carriers are required for all other Challenges and must meet the following criteria:
  21. Must be carried in a manner that is suitable for concealed carry, duty, or tactical operations.
  22. The depth of the ammunition carrier must be equal to or greater than the cartridge length.

## Challenge Descriptions

1. **Range Commands:** The shooter must understand and comply with all range commands. All Challenges will begin with the commands "Shooter Ready", "Load and Make Ready", and "Commence Fire". All Challenges will end with the commands "Unload and Show Clear", "Hammer Down", "Holster or Sling" and "Range is Safe". Only the Instructor may issue any of the preceding commands. The command, "Cease Fire" may be issued by anyone who detects an unsafe condition. See glossary.
2. **Instructor:** Shooters will be attended by an Instructor, see glossary, throughout all Challenges.
3. A penalty will be assigned each time a shooter fails to properly complete a proficiency requirement. See glossary.
4. **Stage Layout**
  5. **Basic and Dynamic Challenges:**
    6. For Basic or Dynamic Pistol Challenges, a firing line shall be established at 8 yards from the target.
    7. For Basic or Dynamic Carbine Challenges, a firing line shall be established at 20 yards from the target.
  8. **One Gun Challenges:**
    9. Stages will consist of multiple objects that shall be placed to simulate a realistic shooting location. The person in charge of running the challenge shall decide what objects will be used to create the Challenge. Cover objects may include, but are not limited to, barricades, partitions, walls, barriers. No-shoot targets may also be used. Safety should be the first consideration when constructing a Challenge stage.
    10. For Pistol Challenges, the distance from any cover object to the nearest point of target travel must be 10 to 15 yards.
    11. For Carbine Challenges, the distance from any cover object to the nearest point of target travel must be 15 to 25 yards.
  12. **Two Gun Challenges:**
    13. Challenge stages will be constructed as described in Carbine Challenges above.
  14. **Three Gun Challenges:**
    15. Three gun challenges will be constructed as a Two Gun Challenge with the following additions:
      16. One or more steel targets will be positioned a minimum of 50 yards down range. The plate diameter shall be one inch for each 25 yards between the shooting position and the target placement.
      17. Long gun shooting positions one, two and three will be identified approximately five yards behind the line of cover objects.
      18. Shooting positions should be positioned so that normal target motion will interfere with the shooters line of site to the steel targets.
19. **Proficiency Requirements:** A penalty will be assigned each time a shooter fails to properly complete a proficiency requirement. See glossary.
  20. **Basic Challenges:**
    21. Basic 1 proficiency requirements include **Work Space, Press Check and Guard position for pistols or Low Ready position for carbines.**
    22. Summary: The firing line shall be 8 yards from the target for pistols and 20 yards for carbines. The shooter must remain in the appropriate ready

- position except while shooting. Each time the target stops, the shooter will engage with a maximum of 2 rounds.
23. Basic 2 proficiency requirements include Work Space, Press Check and Guard position for pistols or Low Ready position for carbines.
    24. Summary: The firing line shall be 8 yards from the target for pistols and 20 yards for carbines. The shooter must remain in the appropriate ready position except while shooting. Each time the target moves, the shooter will engage with a maximum of 2 rounds while the target is in motion.
  25. **Dynamic Challenges:**
    26. Dynamic 1 proficiency requirements include Work Space, Press Check, Guard position for pistols or Low Ready position for carbines. **New proficiency requirements include Speed reloads, Sul Position.**
      27. Summary: The firing line shall be 8 yards from the target for pistols and 20 yards for carbines. The shooter will press the start/stop button when instructed to do so by the instructor. The shooter must remain in the appropriate ready position except while shooting. The shooter will dynamically move in order to remain directly in front of the target. Each time the target stops, the shooter will stop and engage with a maximum of 2 rounds. The shooter will engage the target, correctly using all proficiency tasks, until all ammo has been expended. The shooter will then safely return to and press the start/stop button to end the run.
    28. Dynamic 2 proficiency requirements include Work Space, Press Check, Speed reloads and Guard position for pistols or Low Ready position for carbines.
      29. Summary: The firing line shall be 8 yards from the target for pistols and 20 yards for carbines. The shooter will press the start/stop button when instructed to do so by the instructor. The shooter must remain in the appropriate ready position except while shooting. The shooter will dynamically move in order to remain directly in front of the target. Each time the target moves, the shooter will engage with a maximum of 2 rounds while both the target and shooter are in motion. The shooter will engage the target, correctly using all proficiency tasks, until all ammo has been expended. The shooter will then safely return to and press the start/stop button to end the run.
  30. **One Gun Challenges:**
    31. One Gun 1 proficiency requirements include Work Space, Press Check and Speed Reloads. **New proficiency requirements include Tactical Reload, Use of Cover.**
      32. Summary: The shooter will press the start/stop button when instructed to do so by the instructor. The shooter must remain in SUL except while shooting. The shooter may not shoot more than 4 rounds (see limited cover in the Glossary) from any cover item. Additional shots will be penalized. The shooter may not shoot more than 2 consecutive rounds from the same shooting surface (see Glossary). Additional shots will be penalized. The shooter will engage the target, correctly using all required proficiency tasks, until all ammo has been expended. The shooter will then safely return to and press the start/stop button to end the run.
    33. One Gun 2 proficiency requirements include Work Space, Press Check, Speed Reloads, Tactical Reload, Use of Cover and Sul position. **New proficiency requirements include Search and Access and Safe Movement.**

34. Summary: Refer to the summary for Defensive 1 challenges.
35. One Gun 3 challenge proficiency requirements include Work Space, Press Check, Speed Reloads, Tactical Reload, Use of Cover Sul position, Search and Access and Safe Movement. **New proficiency requirements include Create Distance.**
36. Summary: The shooter will start in a position approximately five feet in front of the target's start position (50% of span). The instructor will start the run manually. When the target begins to move, the shooter will step back and in a direction opposite of target movement to create distance. While creating distance, the shooter will engage the target with two rounds, then shoot an additional two rounds while backing away. Refer to the summary for Defensive 1 following the initial press of the stop/start button for challenge completion directions.
37. One Gun 4 proficiency requirements include Work Space, Press Check, Speed Reloads, Tactical Reload, Use of Cover, Sul position, Search and Access, Safe Movement and Clearing Rooms. **New proficiency requirements include Close Quarters Shooting.**
38. Summary: The shooter will start in a position approximately five feet in front of the target's first stop position (35% of span). The instructor will start the run manually. When the target makes its first stop, the shooter will safely engage the target from a position of retention, then shoot an additional two rounds while backing away. Refer to the summary for Defensive 1 following the initial press of the stop/start button for challenge completion directions.
39. One Gun 5 challenge proficiency requirements include Work Space, Press Check, Speed Reloads, Tactical Reload, Use of Cover, Sul position, Search and Access, Safe Movement and Clearing Rooms. **New proficiency requirements include Supine Shooting.**
40. Summary: The shooter will start in the supine position approximately ten feet in front of the target's first stop position. The instructor will start the run manually. When the target makes its first stop, the shooter will safely engage the target with two rounds, rise to his feet and shoot an additional two rounds while backing away. Refer to the summary for Defensive 1 following the initial press of the stop/start button for challenge completion directions.
41. **Two Gun Challenges:**
42. Two Gun Challenges shall follow rules established for Defensive Carbine Challenges of the same number, subject to the following exceptions.
43. The shooter will use a pistol and a carbine.
44. The shooter will arrive in the firing line with a full tactical load for both firearms.
45. The shooter will engage two separate targets, one with the pistol and on with the carbine.
46. The Shooter will begin the challenge with the primary weapon and transition to the secondary each time the primary becomes empty or malfunctions. The shooter will transition back to the primary weapon when it is safe to do so.
47. **Three Gun Challenges**

48. Three Gun Challenges will be completed in accordance with Two Gun Challenge rules of the same number, subject to the following exceptions:
  49. The shooter will carry 15 rounds of long gun ammunition. Ammunition may not be in magazines, clips or other devices to facilitate rapid loading.
  50. The shooter will preposition a long gun a long gun shooting position 1.
  51. Three Gun Challenges 1 through 3 will be completed as follows:
    52. The shooter will activate the target and move to long gun shooting position 1 and engage the steel target with five rounds from a standing supported position.
    53. Move to long gun position 2 and engage the steel target with five rounds from a kneeling supported position.
    54. Move to long gun position 3 and engage the steel target with five rounds from the prone position.
    55. Leave the long gun at long gun position 3 and complete the challenge in accordance with Two Gun rules of the same number.
  56. Three Gun Challenges 4 through 6 will be completed as follows:
    57. The shooter will begin as a normal Two Gun Challenge. When the Two Gun portion is completed, the shooter will:
      58. move to long gun position 1 and engage a metal plate with five rounds from a standing supported position.
      59. move to long gun position 2 and engage a metal plate with five rounds from a kneeling supported position.
      60. move to long gun position 3 and engage a metal plate with five rounds from the prone position.
      61. Move to and press the stop/start button to end the challenge.

## Challenge Scoring

1. The official target for a DallyPost Tactical Challenge is the [NRA D-1 target](#). The D-1 target has a 4 inch round A zone, an 8 inch round B zone and a 12 inch round C zone. Challenges may also be completed using any target with a four inch round A zone, a eight inch round B zone and a twelve inch round C zone.
  2. A shooter shall earn a score that reflects speed, marksmanship, and tactical correctness.
  3. A shooter shall receive credits as follows:
    4. Normal scoring will apply to all challenges except those mentioned in the Disadvantaged Scoring section below.
      5. Two credits for any impact that is fully inside the A Zone or for any impact where the grease ring intersects any portion of the A Zone boundary.
      6. One credit for any impact that does not qualify for 2 credits but is fully inside the B Zone or for any impact where the grease ring intersects any part of the B Zone boundary.
      7. Two credits for every hit on the steel target for Three Gun Challenges.
    8. Disadvantaged scoring.
      9. Two credits for any impact that is fully inside the B Zone or for any impact where the grease ring intersects any portion of the B Zone boundary.

10. One credit for any impact that does not qualify for 2 credits but is fully inside the C Zone or for any impact where the grease ring intersects any part of the C Zone boundary.
11. Disadvantaged scoring shall apply to any challenge where the shooter is:
  12. required to expend all ammunition while moving.
  13. required to expend all ammunition with the weak hand or with a single hand.
  14. Is required to expend all ammunition in the dark or with sights masked.
15. Credits shall be adjusted to reflect penalties accumulated by the shooter as follows:
  16. A two credit penalty shall apply each time a shooter fails to follow the procedures outlined in the Challenge Description.
  17. A two credit penalty shall apply for each impact exceeding the tactical load.
18. Within 7 days of a Challenge, the CD will enter scores into the DallyPost Tactical standings database. This database may be accessed through any computer with Internet access.
19. Match Method Scoring will be used for all matches and progressive proficiency training.
  20. When a Instructor observes a shooter committing an error, he shall:
    21. Record the error on the shooter's score card.
    22. The Instructor shall allow the shooter to complete the challenge without interference.
    23. The completed score card will serve as a written critique of the shooter's performance, thereby, providing constructive feedback and training.
24. Training Method Scoring will be used in formal training settings.
  25. When a Instructor observes a shooter committing an error, he shall:
    26. Record the error on the shooter's score card.
    27. If the Instructor feels that instruction is appropriate, he will:
      28. Press the down button on the remote transmitter. This action will suspend target movement, however, the challenge clock will continue to run.
      29. The Instructor shall call "cease fire" and approach the shooter.
      30. The Instructor shall offer appropriate training to help the shooter overcome areas of weakness.
      31. When instruction is completed, the Instructor shall press the down button on the remote transmitter to restart target movement and issue the command, "commence fire". The shooter will then complete the Challenge.
      32. Personalized training and the score card will combine to provide constructive feedback and training.

## **Mastering a Challenge**

1. A challenge shall be deemed to have been mastered if:



2. Total credits earned are equal to or greater than the tactical load.
3. The score has been properly recorded in the DallyPost database.
4. The qualifying score was earned within the last 365 days.

## Competitive Shooting

1. Any person can shoot at DallyPost Tactical events but only members in good standing will be eligible for awards.
2. Every member in good standing may compete individually and as a part of a shooting team. An individual score and a team score will be recorded each time a shooter completes a challenge..
3. Shooting Leagues:
  4. Leagues shall be comprised of up to 13 teams. When the league exceeds 13 teams, DallyPost Tactical may split the league along geographical lines.
  5. Each team shall be comprised of up to 10 shooters.
  6. Team awards.
    7. First, second and third place shooting team awards will be presented in each league. Only teams that have at least five shooters who earned at least 12 challenge scores in the calendar year will be eligible for team awards. Team members that have not earned a minimum of 12 challenge scores will be ineligible. The final score shall be the average of all handicap scores earned by team members.
8. Individual Competition:
  9. Year-end awards shall go to the top Defensive Pistol, Defensive Carbine, Two Gun and Three Gun shooters. To qualify, the shooter must have earned a minimum of 12 scores in the category of choice (Defensive Pistol, Defensive Carbine, Two Gun or Three Gun) with a minimum of 30% of said scores for level 4 or higher. The final score shall be the average of the twelve best scores earned. Year-end awards may be managed in one of the following methods:
    10. Qualifiers may be invited to a year-end championship match.
    11. Awards may be awarded to the top placing qualifiers.

## Range Commands

1. Shooter Ready: Upon receiving this command, the shooter will stand at the firing line and repeat the command to indicate ready.
2. Load and Make Ready: Upon receiving this command, the shooter will load the weapon, chamber a round, if applicable; engage the manual safety or de-cock, if applicable; and holster or sling the weapon as applicable.
3. Commence Fire: Upon receiving this command, the shooter will respond as directed in the Challenge Description.
4. Cease Fire: Upon receiving this command, the shooter will immediately remove his finger from the trigger, keep the weapon pointed down range, and wait for further instructions from the instructor. Anyone may issue this command.
5. Unload and Show Clear: Upon receiving this command, the shooter will either remove the magazine or open the cylinder and visually inspect that the weapon is empty, then hold the weapon in a way that will keep the muzzle pointed down range while allowing the instructor to visually confirm same.
6. Hammer Down: Upon receiving this command, the shooter will close the cylinder or slide as applicable and dry fire down range to demonstrate that the weapon is clear.

7. Holster / Sling: Upon receiving this command, the shooter will holster the pistol or sling the carbine.
8. Range is Safe: This command indicates that weapons are unloaded and safe and that personnel may move down range.

## Glossary

1. Lead Instructor: The Primary Instructor (LI) is a DallyPost Tactical Instructor who is in charge of every aspect of a DallyPost Tactical Event. The PI has the final say on ALL issues and his decision is final. There is no arbitration. The LI should feel free to confer with DallyPost Tactical at any time; however, the final decision on all Challenge issues belongs to the LI. The LI often arranges for help to manage a myriad of event details, but he is responsible for the overall Challenge success. The LI shall have the primary duty of insuring that Instructors have a complete and thorough understanding of safety principals and a complete and thorough understanding of the requirements of judging a DallyPost Tactical Challenge.
2. Cold Range: A cold range will be maintained at all sanctioned DallyPost events. Failure to maintain a cold range shall be grounds for immediate disqualification and expulsion from the shooting range. Cold range means that the following will be maintained until the event instructor calls the shooter to the firing line:
  3. Handguns:
    4. Holstered or secured with the action open in a safe location to be determined by the LI.
    5. The firearm must be free of ammunition and magazines.
  6. Carbines and long guns:
    7. Slung on the shooters person with the muzzle pointing down or secured with the action open in a safe location to be determined by the LI.
    8. The firearm must be free of ammunition and magazines.
  9. All firearms:
    10. Handling of firearms without instructor permission is forbidden.
11. Limited Cover: After an identified number of rounds have been expended at a given cover object, the shooter must move to new cover before shooting can commence. Shots in addition to the specified number will be penalized.
12. Grease Ring: The stain left on the target around a bullet hole indicating the actual diameter of the bullet that passed through.
13. Instructor: The Instructor is a shooter who has a minimum current proficiency in one multi-gun challenge and who has met additional qualifications which are yet to be defined. The Instructor's primary duty shall be the safe and regulated operation of a DallyPost Tactical Challenge. The Instructor's secondary duty shall be to judge a shooter or shooting team. It is recommended that the LI assign a scorekeeper to work with each Instructor for the entire Challenge. Having a dedicated score keeper will make the execution of the Instructor's primary responsibility more effective.
14. Muzzle Safe Zone: A position on a shooting range, beyond which it is not safe to aim the muzzle of a gun. Unless otherwise specified, the muzzle safe zone shall be indicated as an imaginary line, parallel to the target path of travel that passes through the shooter and extends to the left and right. This muzzle safe area provides a full 180 degrees of safe muzzle travel. Violation of the Muzzle Safe Area shall be treated as a violation of the first Gun Safety Rule.
15. Safe Movement: Safe movement defines a method of moving from one cover position to another in a safe manner. When the target is in front the cover that the shooter is leaving, in front of the

cover that the shooter is moving to or in between the afore mentioned cover or if the target moves into these positions while the shooter is moving, the shooter must engage the target while in motion.

16. Search and Access: The shooter comes to the SUL position then rotates his head and shoulders left and right to check for threats in his blind spot.
17. Shooting Surface: Shooting surface generally describes surfaces of cover objects that a shooter can shoot around, through, under or over. Each of the following are considered to be different shooting surfaces: over the top of cover, around the side of cover, under cover or through an opening in cover.
18. Speed Loader: The term "speed loader" in this document refers to a speed loader, a moon clip or a speed strip.
19. Speed Reload: The shooter ejects an empty magazine with the strong hand while simultaneously bringing a loaded magazine up and recharging the gun.
20. Strong Hand Only: Denotation in a Challenge that only the strong hand can be used to control the gun. The weak hand must not touch the gun at any time between the command "Load and Make Ready" and the command "Unload and Show Clear".
21. SUL Position:
  22. Pistols:
    23. The support hand palm should be flat against the solar plexus, with fingers extended and parallel to the ground. The support hand thumb is pointed towards the shooter's chin. (Elevation of the support hand may vary but most shooters find that they are able to maintain correct hand position without undo stress on the wrists when the hand is held about naval level.)
    24. The strong hand maintains the grip on the handgun with the trigger finger straight and off the trigger and the safety engaged or cockeyed if applicable.
    25. The muzzle of the weapon is pointed directly at a basket ball sized spot of ground directly in front of the shooter and only inches in front of his toes. The slide/barrel of the handgun is held against the back of the knuckles of the support hand. Care must be taken to ensure that the muzzle does not point outward to the front or to the side of the shooter.
    26. Elbows should be relaxed against the shooter's sides.
    27. Long guns:
      28. Technically, SUL is a pistol position, but we use SUL to describe a long gun position as well.
      29. The gun is held close to the shooter's body with the muzzle pointed to a basket ball sized spot of ground just inches to the sided of the shooters foot.
      30. The strong hand maintains a grip on the gun, the trigger finger must be straight and off the trigger and the safety must be engaged.
  31. Tactical Load: Tactical load represents the number of rounds that must be loaded into a specified number of magazines or speed loaders when the shooter reports to a firing line. A tactical load shall be represented as C X R, where C = the number of ammunition carriers and R = the number of rounds loaded in each ammunition carrier.
    32. For basic challenges, C is always 1.
    33. For dynamic and defensive challenges, C may be either 2 or 3. R must not be less than 5 and not greater than 10. Therefore, a tactical load of 3 X 6 will indicate that the shooter will report to the shooting line with 3 ammunition carriers that are each loaded to 6 rounds, resulting in 18 total rounds.

34. When shooting Two Gun challenges, the tactical load shall apply to each firearm. Therefore, a tactical load of 3 X 6 indicates three carbine and three pistol magazines, each uploaded to six round for a total of 36 rounds.
35. The tactical load for Three Gun Challenges shall be the Two Gun tactical load plus 15 long gun rounds.
36. Tactical Reload: The shooter secures a loaded magazine and brings it to the gun. Then simultaneously removes a partially spent magazine and replacing it with a fully loaded magazine. The partially spent magazine is retained for future use. Generally, a tactical reload should only be considered when action has stopped and it is safe or bring the gun back up to a full load.
37. Use of Cover: The shooter must protect the maximum amount of his body behind cover when cover is available.
38. Weak Hand Only: Denotation in a Challenge that only the weak hand can be used to control the gun. The strong hand must not touch the gun at any time between the command "Load and Make Ready" and the command "Unload and Show Clear".
39. Work Space: The work space is an imaginary sixteen inch square that is centered approximately twelve inches in front of the shooter at eye level. Completing administrative actions such as reloads, malfunction clearance, etc. in the work area will allow the shooter to visualize the weapon while simultaneously monitoring opponent activity.

# DallyPost Tactical Score Card

Name \_\_\_\_\_ Shooter ID \_\_\_\_\_ Date \_\_\_\_\_

## Challenge Identification

Check One:

Basic Pistol  Basic Carbine  
 Dyn. Pistol  Dyn. Carbine  
 1 Gun Pistol  1 Gun Carbine  
 2 Gun  
 3 Gun

## Scoring

Tactical Load:  X   
 2 Credit Hits: \_\_\_\_\_  
 1 Credit Hits: \_\_\_\_\_  
 Fliers: \_\_\_\_\_  
 Time: \_\_\_\_\_

## Errors

Tactical:  
 Safety:

## Challenge Identification

Check One:

Basic Pistol  Basic Carbine  
 Dyn. Pistol  Dyn. Carbine  
 1 Gun Pistol  1 Gun Carbine  
 2 Gun  
 3 Gun

## Scoring

Tactical Load:  X   
 2 Credit Hits: \_\_\_\_\_  
 1 Credit Hits: \_\_\_\_\_  
 Fliers: \_\_\_\_\_  
 Time: \_\_\_\_\_

## Errors

Tactical:  
 Safety:

## Challenge Identification

Check One:

Basic Pistol  Basic Carbine  
 Dyn. Pistol  Dyn. Carbine  
 1 Gun Pistol  1 Gun Carbine  
 2 Gun  
 3 Gun

## Scoring

Tactical Load:  X   
 2 Credit Hits: \_\_\_\_\_  
 1 Credit Hits: \_\_\_\_\_  
 Fliers: \_\_\_\_\_  
 Time: \_\_\_\_\_

## Errors

Tactical:  
 Safety:

## Challenge Identification

Check One:

Basic Pistol  Basic Carbine  
 Dyn. Pistol  Dyn. Carbine  
 1 Gun Pistol  1 Gun Carbine  
 2 Gun  
 3 Gun

## Scoring

Tactical Load:  X   
 2 Credit Hits: \_\_\_\_\_  
 1 Credit Hits: \_\_\_\_\_  
 Fliers: \_\_\_\_\_  
 Time: \_\_\_\_\_

## Errors

Tactical:  
 Safety:

## Challenge Identification

Check One:

Basic Pistol  Basic Carbine  
 Dyn. Pistol  Dyn. Carbine  
 1 Gun Pistol  1 Gun Carbine  
 2 Gun  
 3 Gun

## Scoring

Tactical Load:  X   
 2 Credit Hits: \_\_\_\_\_  
 1 Credit Hits: \_\_\_\_\_  
 Fliers: \_\_\_\_\_  
 Time: \_\_\_\_\_

## Errors

Tactical:  
 Safety:

# DallyPost Tactical Liability Release

## ASSUMPTION OF RISK, RELEASE OF LIABILITY & INDEMNITY AGREEMENT

PLEASE READ CAREFULLY BEFORE SIGNING. THIS IS A RELEASE OF LIABILITY AND WAIVER OF CERTAIN LEGAL RIGHTS.

“DallyPost Tactical” Means Lance Earl, Mindy Earl and any and all business entities established by Lance Earl or Mindy Earl for the purpose of conducting DPT Events.

“DPT Event” means a sanctioned DallyPost Tactical shooting event. DPT Event includes shooting and any and all activities of any kind whatsoever which are incident to or associated with a DPT Event,

“Range Facility” means the premises, environment, grounds, structures, and equipment that will be used to conduct a DPT Event.

“Participant” means the undersigned, being at least 18 years old, or a minor (under 18) and the minor’s parent or legal guardian signing on behalf of both himself/herself and the minor (collectively and individually referred to herein as “I” or “undersigned”).

I have voluntarily applied to enter into and to engage in or to observe DPT Event activities.

By signing this Agreement, I acknowledge and understand (and, if applicable, Parent or Legal Guardian acknowledges on behalf of Minor and agrees to explain to Minor) the following:

1. I UNDERSTAND THAT DPT EVENTS ARE INHERENTLY HAZARDOUS and involve both known and unanticipated risks which could result in damage or destruction of property and physical or emotional injury, including paralysis or death, of myself or of other persons. The risks include, but are not limited to: being shot by others or shooting myself or others; partial or total loss of eyesight or hearing; inhalation or other harmful contact with lead and other contaminants; and being struck by flying or falling objects. I understand that such risks cannot be eliminated without compromising the essential qualities of DPT Events.
2. I UNDERSTAND THAT the nature and condition of the Range Facility is such that both known and unanticipated hazards exist which create or contribute to both known and unanticipated risks inherent in entering the Range Facility, in using Range Facilities and in engaging in or observing any DPT Event activities. The hazards include, but are not limited to: slippery, loose or falling soil and rocks; unimproved, unmaintained, or uneven terrain, walkways, steps and roads; poisonous or dangerous plants, reptiles, insects and other animals; and falling trees and tree branches. I understand that such hazards and risks cannot be eliminated without compromising the essential qualities of the DPT Event.
3. I UNDERSTAND THAT the DallyPost Tactical has no duty to undertake first-aid or rescue operations or procedures in the event any such property damage or physical or emotional injury occurs, and that any such operations or procedures may result in compounded or increased damages or injuries.
4. I UNDERSTAND THAT DallyPost Tactical and the Range Facility make no warranty as to the design, manufacture, maintenance, condition or fitness for any particular purpose of any Range Facilities or equipment, including, but not limited to: physical structures, firearms, ammunition, target systems, eye/hearing protection, and first-aid supplies.
5. I ACKNOWLEDGE the general risks described above and the specific risks associated with DPT Events and as condition to Participant engaging in the DPT Events, I AGREE (and, if applicable, Parent or Legal Guardian agrees on behalf of minor) to:

