



**Handgun, 2-Gun, Practical Rimfire
Rifle, Semi-auto Sporting Rifle,
Shotgun, Pistol Caliber Carbine
Competition Rules
3rd Edition April 2017**

CHAPTER 1: Fundamentals of PSMOC Shooting Sport

1.1 Basic Principles

- 1.1.1 Members of PSMOC who are members of FEO recognized gun clubs and affiliated shooting associations can join sanctioned matches.
- 1.1.2 Match Officers certified by PSMOC shall officiate in sanctioned matches.
- 1.1.3 Safety is paramount in PSMOC competitions. Courses of fire or stages should be designed and run with due consideration to safety of the competitors, match officers, and spectators. After maintaining safety, the next objective of a Match Officer is to give assistance to the shooter and to be pro-active by warning him/her to prevent any safety infraction. For example: If the shooter is about to break the 180 degree rule, the MO should warn him/her by saying “muzzle” and “finger out” if his/her finger is inside the trigger guard when reloading, correcting gun malfunction, or moving more than one step and not engaging targets.
- 1.1.4 Gun Safety Rules
 - 1.1.4.1 Always assume that a gun is loaded.
 - 1.1.4.2 Never point a gun at anyone or anything that you do not want to shoot.
 - 1.1.4.3 Make sure of what you are aiming at and what is behind or around it before pulling the trigger.
 - 1.1.4.4 Keep your finger off the trigger until you are ready to shoot the target.
 - 1.1.4.5 Persons who are under the influence of alcohol and prohibited drugs are not allowed to join sanctioned matches.
 - 1.1.4.6 All guns should be unloaded while inside the range except when you are given a command by the Match Officer to load the gun at the start position and while shooting targets within a course of fire.
- 1.1.5 Courses of fire or stages are presented as a shooting problem or challenge that give the competitor freedom to solve them according to their style within the bounds of the rules and regulations stipulated in this rulebook.
- 1.1.6 Courses of fire or stages should be designed and set-up in a very creative manner to make them enjoyable to shoot but at the same time they have to be challenging to develop the necessary skills of members to become globally competitive.
- 1.1.7 Shooters will compete based on their accuracy and speed while using the ammunition appropriate for their Division.
- 1.1.8 Match organizers should submit the course diagrams to the match sanctioning committee for approval. The Zone Director and/or PSMOC District Coordinator and MOO District Coordinator will inspect the courses of fire for approval before the actual match.
- 1.1.9 The minimum distance from the competitor of metal targets shall be nine (9) meters and two (2) meters for paper targets.
- 1.1.10 Firearms shall always be in condition 3 while on the firing range except when commanded by the Match Officer to load the gun while preparing to shoot the stage and in the process of shooting the targets within the course of fire. Shooters shall not remove their firearms from their bags and gun cases to holster in the parking lot. Firearms shall only be handled in the designated safety areas and during the course of fire as commanded by the Match Officer. It is prohibited to handle live ammunition in the safety areas. Violations will be penalized with disqualification from the match.

1.1.11 Competitors will be given a stage briefing and a walk-through to familiarize them with the course of fire before shooting the stage.

1.1.12 Competitors, Match Officials, Range Assistants, and spectators should wear eye and ear protection at all times while on the range premises.

1.2 PSMOC Classification System

Grand Master	95% to 100%
Master	85% to 94.99%
Class A	75% to 84.99%
Class B	60% to 74.99%
Class C	40% to 59.99%
Class D	Below 40%

1.2.1 Shooters can be classified by joining designated Level 3 and higher Classifier Matches.

The average of two (2) percentiles from designated Level 3 and higher Classifier Matches will be used to determine the Classification of each shooter provided that at least two recognized Grand Masters will shoot in the Division.

1.2.2 Sample computation: $95\% + 87\% = 182$ divide by 2 = 91% = Master Class

1.2.3 Rationale: Level 3 and higher matches will be used to classify shooters to avoid the issue of "sandbagging". Shooters will not deliberately try to get a lower percentile to get a lower classification in a prestigious Level 3 and higher match. In a Level 3 match, the skill level of each shooter will be compared with the Grand Masters in at least 12 actual courses of fire with movement that will only be shot once as opposed to tailor-made classifier stages that have been repeatedly shot in classifier matches.

CHAPTER 2: Types of Courses

2.1 Speed Course - consists of steel, wooden, plastic/polymer, and other approved targets that must fall in order to score and should not exceed 9 rounds to complete.

2.2 Intermediate Course – shall consist of paper, metal, wooden, plastic/polymer, and other approved targets that should not exceed 20 rounds to complete.

2.3 Ultimate Course – shall consist of paper, metal, wooden, plastic/polymer, and other approved targets that should not exceed 48 rounds to complete.

2.4 Match organizers are free to determine the ratio of the courses of fire but there should be at least one speed, one intermediate, and one ultimate course in Level 1 and 2 sanctioned matches.

2.5 Stage Information - A written stage briefing approved by the Match Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

- Stage Number:
- Type: (Speed, Intermediate, Ultimate)
- Scoring Method: (Time or Points Factor)

- Targets (type & number):
- Minimum number of rounds:
- Start position:
- The condition of the Firearm:
- Time starts: (Audible or Visual Signal)
- Procedure:

CHAPTER 3: Types of Sanctioned Matches

- 3.1 Level – 1 will have at least 5 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the Zone Director, PSMOC District Manager, and MOO District Manager. Multi registration in different divisions is allowed in this level for purposes of fund raising and to give shooters the opportunity to shoot different types of firearms in a match provided he/she pays the registration fee for the new division. However, he will only be eligible to win awards or prizes in the first division that he registered in and in Limited 10 Division.
- 3.2 Level - 2 will have at least 8 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the President, MOO Executive Director, Zone Director, PSMOC District Manager, and MOO District Manager. Shooters may register and win awards and prizes in one division per shooting discipline.
- 3.3 Level - 3 will have at least 12 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the President, MOO Executive Director, Zone Director, PSMOC District Manager, and MOO District Manager. Shooters may register and win awards and prizes in one division only per shooting discipline.
- 3.4 Level – 4 will have at least 18 stages. Must be approved by the Regional Director, President, MOO Executive Director, Zone Director, and Corporate Secretary. Shooters may register and win awards and prizes in one division only per shooting discipline.
- 3.5 Level – 5 will have at least 30 stages. Must be approved by the Regional Director, President, MOO Executive Director, Zone Director, and Corporate Secretary. Shooters may register and win awards and prizes in one division only per shooting discipline.
- 3.6 Match Organizers shall submit the following before a match will be sanctioned:
- 3.6.1 Filled-up Sanctioning Form signed by the concerned PSMOC Officials as indicated above depending upon the match level.
- 3.6.2 Letter of endorsement from the Police City Director/Provincial Director/District Director/Regional Director.
- 3.6.3 Courses of Fire diagrams that conform to the principles and safety rules of PSMOC.
- 3.6.4 For Level 2 and higher, submit Letter of Request for permit to conduct competition addressed to the Chief of the FEO through the Chief of the EEMD of FEO printed on the official letterhead of the host gun club and signed by the Club President.
- 3.6.5 Other requirements may be added based on the instructions of the FEO of the PNP.

CHAPTER 4: Types of Targets and Scoring Methods

- 4.1 Paper targets as shown in Exhibit 1 will have 3 scoring zones. New target formats for handgun and 2-Gun matches may be introduced by the Executive Committee upon the approval of the PSMOC Board and may be scored using the Points Factor method or the Time Scoring method depending upon the policy of the PSMOC Board as follows:

4.1.1 Points Factor or Scoring Tally Method (Total Points less Penalties divided by Time with unlimited number of shots to be fired)

	Full Load	Minimum Load
A (Alpha)	= 5 points	5 points
B (Bravo)	= 4 points	3 points
C (Charlie)	= 2 points	1 point
Miss (Mike)/Penalty	= -10 points	-10 points

4.1.2 Time Scoring Method (Raw time plus penalties with unlimited number of shots to be fired). Lowest time plus penalties wins.

	Full Load	Minimum Load
A (Alpha)	= No penalty	No penalty
B (Bravo)	= +0.20 second	+0.40 second
C (Charlie)	= +0.60 second	+0.80 second
Miss (Mike)	= +3.00 seconds	+3.00 seconds
Penalty Target	= +2.00 seconds	+2.00 seconds
Procedural	= +2.00 seconds	+2.00 seconds

- 4.2 Metal and Wooden targets as shown in Exhibit 2 must fall to score as follows:

4.2.1 Points Factor Scoring Method (Total Points divided by Time with unlimited number of shots to be fired)

If metal target is hit and falls = 5 points (both Full Load and Minimum Load)
Miss = -10 points

4.2.2 Time Scoring Method (Raw Time plus penalties with unlimited shots to be fired)

If metal target is hit and falls = No penalty
If metal target is not hit or does not fall = +3.00 seconds

- 4.3 Standard or universal scoring rules will apply in the determination of points and penalties e.g. if the bullet hole touches the line or perforation of the higher scoring zone, if the bullet hole will not touch the tucker line of a Penalty Target, shoot through, hardcover, soft cover, ricochets, etc.

- 4.4 If the competitor fails to shoot a Stage, he/she will get the following default Total Time for the Stage which will be added to his/her Match Time.

4.4.1 Speed Course: Number of rounds x 3 seconds will be added to the total Match Time

- 4.4.2 Intermediate Course: Number of rounds x 3 seconds will be added to the total Match Time of the competitor.
- 4.4.3 Ultimate Course: Number of rounds x 3 seconds will be added to the total Match Time of the competitor.

Sample Computation if the competitor failed to shoot the following courses of fire for whatever reason:

One (1) Speed Course (9 rounds x 3 seconds = 27 seconds)

One (1) Intermediate Course (16 rounds x 3 seconds = 48 seconds)

One (1) Ultimate Course (32 rounds x 3 seconds = 96 seconds)

171 Seconds will be added to the Total Match Time/Score of the shooter.

4.5 Team Competitions/Team Eligibility

4.5.1 All members of the competing team must be under one division only. If the minimum number of members is not achieved, the team/group will not be allowed to compete. However, they may compete as individual competitors.

4.5.2 If a team member is disqualified from the match, he/she will get the default Total Time for each stage that he/she did not shoot which will be added to his/her Match Time per rule 4.4 under the Time Scoring Method. In the Points Factor Scoring Method, the team member will get a zero for the stages that he did not shoot.

CHAPTER 5: Categories

5.1 Qualified competitors may compete in different categories as follows:

- 5.1.1 Junior Category - Competitors who are below 18 years of age on the 1st day of the match. Will get 50% discount on registration fee on level 2 and higher matches sanctioned by PSMOC.
- 5.1.2 Lady Category – Female competitors.
- 5.1.3 Senior Category - Competitors who are 50 years of age on the 1st day of the match.
- 5.1.4 Super Senior Category - Competitors who are 60 years of age on the 1st day of the match. Will get 50% discount on registration fee on level 2 and higher matches sanctioned by PSMOC.
- 5.1.5 Lawman Category – Competitors who are organic personnel of military and law enforcement agencies will get 50% discount on registration fee on level 2 and higher matches sanctioned by PSMOC. Those who will wear their duty uniforms while shooting the courses of fire shall be given a 50% discount on level 1 and higher matches and shall have a separate award from lawmen who did not wear their uniform. They may use their duty holsters provided that the firearm is pointed in a safe direction while holstered. Retired PNP and Military personnel will get 50% discount on registration fee sanctioned by PSMOC on level 2 and 3 and higher matches.

CHAPTER 6: Firearm Divisions and Ammunition Chrono Factor

- 6.1 Competitors will compete in their respective Firearm Divisions as follows:
- 6.1.1 **Unlimited Division** - Firearms can have electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel and slide ports, no limit on handgun size. Maximum length of magazines is 170mm. Minimum caliber is 9mm. Minimum Ammo Chrono Factor for Full Load is 165. Minimum Chrono Factor for Minimum Load is 125.
 - 6.1.2 **Stock Hi-Cap Division**– Semi-auto firearm with empty magazine inserted should fit in a box with internal dimensions: 225mm x 150mm x 45mm with the hammer cocked and safety engaged. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports. Minimum caliber is 9mm. Minimum caliber for Full Load is .40 caliber. Minimum Chrono Factor for Full Load is 165. Minimum Chrono Factor for Minimum Load is 125.
 - 6.1.3 **Single Stack Division**- Semi-auto firearm with empty single stack magazine should fit a box with internal dimensions: 225mm x 150mm x 45mm with the hammer cocked and safety engaged. It should have the shape and configuration of a 1911 type of pistol. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports. Minimum caliber is 9mm. Minimum caliber for Full Load is .40 caliber. Minimum Chrono Factor for Full Load is 165. Minimum Chrono Factor for Minimum Load is 125. **Maximum of 8 rounds only will be loaded in all magazines at the Start signal. Competitors who will violate the maximum loaded round rule in magazines will be moved to Unlimited Division.**
 - 6.1.4 **Limited 10 Division** – All semi-auto defensive firearms can join this division but only 10 rounds can be loaded in all magazines at the Start signal. Not permitted are Optical/electronic sights/scopes, laser aiming devices, and installed flashlights. **Minimum caliber is 9mm. Minimum caliber for Full Load is .40 caliber. Minimum Chrono Factor for Full Load is 165. Minimum Chrono Factor for Minimum Load is 125. Competitors who will violate the maximum loaded round rule in magazines will be moved to Unlimited Division.**
 - 6.1.5 **Double Action/ Striker Fired (DA/SF) Division** – Double Action or Striker Fired semi-auto pistol with no modifications allowed except minor detailing like polishing of internal parts, installation of aftermarket rear and front sights with fiber optic and grips with the same dimensions as the original OFM grips. Maximum of 17 rounds in magazines at the Start signal. Minimum caliber is 9mm. Minimum Chrono Factor for Minimum Load is 125. All loads with a Chrono Factor of 125 and above will be scored as Minimum Load. **No minimum trigger pull/weight for double action on first shot. For condition one, hammer fully down/decocked or ease hammer down.** Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel ports, slide porting.
 - 6.1.6 **Revolver Division** – **Maximum** of six (6) rounds fired before reload if Full Load Chrono Factor was declared and maximum of eight (8) rounds fired before reload if Minimum Load Chrono Factor was declared. Full Load threshold is 165. Minimum Load threshold is 125. Minimum bullet caliber is 9mm. No modifications allowed except: replacement of iron sights, hammers, cylinder releases, barrels but should be the same length, weight as OFM barrel, chamfering of cylinders, minor detailing such as replacement of springs and polishing to smoothen the trigger pull. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports.

- 6.1.7 **Carry Optics Division - Double** Action or Striker Fired semi-auto pistol with optical/electronic sight installed directly on the slide between the ejection port and the rear of the slide. Optical/electronic sight may not be mounted on the frame in any way. Minimum caliber is 9mm. Minimum Load threshold is 125. All loads with a Chrono Factor of 125 and above will be scored as Minimum Load. No minimum trigger pull/weight for double action on first shot. Handguns with external hammers must be fully decocked at the start signal.
- Not permitted are: laser aiming devices, installed flashlights, compensators, and barrel ports. Slide porting is allowed only on factory original approved models.
- Maximum magazine length is 141.25mm. No maximum ammunition capacity.
- Maximum weight is 45 oz. including optic sight and empty magazine
- Internal modifications are allowed which do not conflict with other clauses and do not result to visible change in the appearance of the firearm when it is in battery.
- All factory safety mechanisms whether internal or external should be fully functional.
- Slides and barrels may be replaced as long as they are of the same length, contour, and caliber as the original slide and/or barrel for that firearm model. Replacement of grip panels is allowed as long as they do not extend below the butt of the gun to form a make-shift magwell. Grip modifications like undercutting/smoothing trigger guard, adding or removing finger grooves, or adding stippling, grip tape, or checkering are allowed.
- Only the following external parts can be replaced with aftermarket parts: sights, firing pins, firing pin retainers, pins, extractors, and ejectors. All other external parts should be replaced with OFM parts which are offered for the specific gun model by the original firearm manufacturer (OFM). OFM and aftermarket magazines and base pads can be used provided they comply with the 141.25mm maximum magazine length.
- Installing an aftermarket magwell and external flaring is prohibited
- Only handguns approved in Double Action/Striker Fired Division can be used in Carry Optics Division.
- Prohibited modifications to the handgun shall be grounds for moving the shooter to Unlimited Division.

CHAPTER 7: Scoring and Penalties

- 7.1 It shall be the responsibility of the competitor to keep a record of his scores and to verify if it matches the scores posted on the bulletin board, website, or webpage by the Score Processing Officer and shall bring any discrepancies to the attention of the Score Processing Officer before the score verification deadline.
- 7.2 A signed score sheet by the competitor and match officer will be a definitive and conclusive evidence that the time, points, and penalties recorded are accurate and undisputed. **While scoring the competitor will be responsible to assign a delegate who will verify hits and misses on his behalf. Failure on the part of the competitor to appoint a representative to verify the hits/penalties will not be a ground for reshoot.**
- 7.3 Penalties for failure to follow the stage procedure, hitting a penalty target, and miss will incur a deduction of 10 points in the Points Factor Scoring Method and +3.00 seconds in the Time Scoring Method for Misses and +2.00 seconds for hitting a penalty Target.
- 7.4 Procedural Penalties **and grounds for reshoot:**

- 7.4.1 Procedural penalty of -10 points or +2 seconds per occurrence is imposed if the competitor fails to comply with the procedures stipulated in the written stage briefing.
- 7.4.2 A competitor will get a procedural penalty for each shot fired while any part of his body is touching the ground or any object beyond a fault line.
- 7.4.3 A competitor will receive one procedural penalty for every piece of horizontal overhead bar or stick of a cooper tunnel that he causes to fall due to any part of his body or equipment touching the horizontal overhead bar or stick. Hitting the post secured to the ground which causes any horizontal bar or stick to fall will not incur a procedural penalty as well as from muzzle blast or from jets of gas coming out of barrel ports or compensators.
- 7.4.4 If a competitor is creeping or physically moving to a position or if his hands will move towards the gun or magazine between the command "Standby" and the start signal or the tone/beep from the timer, he will incur a procedural penalty.
- 7.4.5 **PSMOC Paper Targets by default must be shot with two rounds each. If the competitor fails to shoot a target with at least one round will incur one procedural penalty unless stated in the written stage briefing. If a competitor fails to hit a target that activates a moving or appearing and disappearing target will incur one procedural penalty for failure to shoot target and two misses on PSMOC Paper Target and a miss if it is a Falling Target, as the case may be. Course designers may also specify 1 shot per PSMOC paper target or multiple shots per PSMOC paper target for example 3-shots up to a maximum of 6 shots per PSMOC paper target and shall be stipulated in the written stage briefing.**
- 7.4.6 In strong hand and weak hand stages, the competitor will incur one procedural penalty if he touches the gun with the non-shooting hand after the start signal except to disengage the safety, to do a reload, or to clear a gun malfunction. He will also incur a procedural penalty per shot fired while he is supporting his firing hand or arm while firing shots or if he uses the ground, barricade, or any other range prop or equipment to stabilize the gun, firing hand and arm while firing shots.
- 7.4.7 If a competitor fires shots over a barricade or simulated wall, he will incur one procedural penalty per shot.
- 7.4.8 The competitor will get a procedural penalty per shot if deemed by the Match Officer that the competitor **has** gained a significant advantage through his/her actions.
- 7.4.9 Shortcuts or cutting corners will be allowed if such actions are not specifically prohibited in the written stage briefing provided the competitor will not fire shots while outside the confines of the shooting area or fault lines.
- 7.4.10 Distance when verifying hits/penalties on targets - Competitors or their designated representatives must not approach any target closer than 1 meter without the authorization from the Match Officer. Violation may incur a procedural penalty at the discretion of the Match Officer.
- 7.4.11 Touching Targets – Competitors and their designated representatives should not touch, gauge, or interfere with any target without the authorization from the Match Officer. If the MO deems that the competitor or his representative has affected the scoring process due to such interference, the MO may:

7.4.11.1 Declare the affected target as a missed target or

7.4.11.2 Impose penalties for any affected penalty targets.

7.5 Squib Load - A defective round of ammunition that lacks sufficient power to force the projectile out of the barrel of a firearm. A competitor who encounters a suspected squib load during the course of fire will be stopped as soon as possible. If the suspected squib load is present in the barrel, the competitor will be scored as shot including misses and penalties for failure to shoot targets. If the suspected squib load is not present in the barrel, the competitor will be ordered to re shoot the course of fire.

A competitor who voluntarily stops due to a suspected squib load will not be entitled to a re shoot, if the suspected squib load is present in the barrel. This will constitute as shooter's equipment failure and will be scored as shot including misses and penalties for failure to shoot targets. If the barrel is free of the suspected squib load, the competitor will be entitled to re shoot the course of fire if, it can be proven through reliable and trustworthy witnesses or video evidence that there was indeed a "squib load sound" that the MO did not notice that is why he did not stop the competitor, then the competitor shall be given a reshoot.

7.6 A competitor who self-stops due to an unpatched or unrestored target will be entitled to reshoot the stage. In case of an unpatched or unrestored target and the competitor finishes the course of fire, the stage will be scored as shot with the benefit of the doubt given to the competitor. If the Match Officer noticed the unpatched or unrestored target, the competitor will be stopped immediately and will be ordered to reshoot the course of fire.

7.7 All falling targets must fall to score. Big and Small Falling targets which does not fall when hit will be subject to challenge. During challenge, the Calibration Officer will shoot the Big or Small Falling Target from as near where the competitor shot the target. If the Big or Small Falling target falls, the competitor will be scored as a miss on the target and, if it does not fall, the competitor will be ordered to reshoot the course of fire. Falling targets are exempted from calibration. Falling targets when hit that turn edge on or move due to a hit but does not fall will be considered hit and will not be a ground for reshoot, unless it is not a target that activates any moving target or act as activator.

7.8 A competitor who encounters a gun malfunction will be given time to rectify the problem within 40 seconds for speed course, 60 seconds for intermediate course and 100 seconds for ultimate course, after which the competitor will be stopped and will get the actual time plus penalties for misses and failure to shoot targets. At this point the Match Officer can now give assistance to the competitor by rectifying the gun malfunction. Never let the competitor leave the stage with a loaded firearm.

7.9 Impenetrable - The scoring area of PSMOC paper targets and penalty targets are considered as impenetrable. Universally accepted scoring rules will be applied for bullets that will strike wholly within the scoring area of a paper target or partially hit the scoring area of a paper and metal target based on the impenetrable scoring principle.

7.9.1 If a bullet hits wholly within the scoring area of a paper target and continues on to hit the scoring area of another paper target or penalty target, the hit on the subsequent paper target or penalty target will not count for score or penalty.

7.9.2 If a bullet hits wholly within the scoring area of a paper target and continues on to hit a Falling Target or Plate, this will be considered as

a range equipment failure and the competitor will be required to reshoot the stage.

7.9.3 If a bullet hits a paper target partially within the scoring area or Falling target or plate and continues to hit another paper target or falling target or plate or penalty target, the hit on the subsequent target will count for score or penalty.

7.9.4 If not specified in the written stage briefing as soft cover, all props, walls, barriers, vision screens, tarps, and other obstacles are considered as impenetrable or hardcover.

7.9.5 Target sticks- Shots which have penetrated and passed through them will count for score or penalty.

7.10 If the edge of the bullet hole of a hit on a scoring target touches the scoring line between two scoring zones or the tacker line that separates the scoring area and the non-scoring area, it will be scored the higher value or higher scoring zone.

7.11 If the edge of the bullet hole touches the scoring area of a scoring target and penalty target, it will earn score and a penalty.

7.12 Radial tears which are elongated tears on scoring targets will not count for score.

7.13 Enlarged holes in paper targets which exceed the declared bullet diameter will not count for score or penalty unless there is a visible evidence that it was really a hit e.g. if the the bullet keyholed or tumbled and hit the target sideways, it will count for score or penalty.

7.14 Hits from behind scoring paper targets will not count for score.

7.15 **Disqualifications and Exemptions** - A competitor may be disqualified or exempted for the following reasons:

7.15.1 A competitor will be disqualified from the match if he commits a safety violation such as pointing a gun in an unsafe direction or breaking the 180 degree rule, sweeping any part of the competitor's body or other persons on the range except drawing and holstering and if the competitor is in the safety area with an unloaded firearm. Handling ammunition while inside a safety area or any prohibited acts during a match.

7.15.2 A competitor with the trigger finger in, that caused an accidental discharge while loading, reloading, unloading, clearing a malfunction, moving and drawing the gun but not engaging targets, and transferring the gun from one hand to the other will be disqualified.

7.15.3 A competitor will be disqualified if he commits unsportsmanlike or unacceptable conduct and if he is under the influence of alcohol or prohibited drugs during the match.

7.15.4 A competitor will be disqualified if he abandons the firearm in an unsafe condition more than one meter or within arm's reach from the competitor and or have lost control of the firearm. Dropping a firearm after "Make Ready" command and before the "Range is Clear" command will be penalized with a match disqualification.

7.15.5 A competitor who uses any tools or props rather than by his own hands to rectify a gun malfunction will be disqualified from the match.

7.15.6 A competitor who encounters a detonation (ignition of the primer rather than the firing pin and the bullet did not pass through the barrel) while unloading, or rectifying a malfunction will not be disqualified. The stage will be scored as shot including misses and penalties for failure to shoot targets.

7.15.7 A competitor who has an accidental discharge caused by a gun part malfunction will not be disqualified, after it was proven that the cause of accidental discharge was due to a gun part malfunction by the Match Master or qualified gunsmith present in the range. The stage will be scored as shot including misses and penalties for failure to shoot targets.

CHAPTER 8: Match Officials

8.1 Match Administrator (“MA”) – He is the overall in-charge of managing the administrative side of the competition including scheduling, squadding, range preparation & construction of stages, purchase of materials & awards/prizes, and supervision and coordination of all match officials and staff. His authority and decision will prevail except concerning the rules which is the responsibility of the Match Master. For flagship or key Level 3 and higher Matches, the MA will be appointed by the PSMOC Executive Committee. For other matches, the appointment of the MA will be in the Sanctioning Committee level to be approved by the Zone Director for Level 2 and 3 matches and by the PSMOC District Coordinator and MOO District Coordinator for Level 1 matches

8.2 Match Master (“MM”) - He is appointed by the Match Administrator and/or match organizers. He reports to the Match Administrator. He has overall authority over all persons, activities, and operations within the entire range. He is responsible for ensuring range safety; correct, accurate, fair, and consistent application of competition rules; and supervision of match officials for the efficient operation of all stages including the Chrono Stage and Score Processing Office. Disqualifications and appeals for arbitration should be brought to his attention and to the Match Administrator. For flagship or key Level 3 and higher Matches, the MM will be appointed by the PSMOC Executive Committee. For other matches, the appointment of the MM will be in the Sanctioning Committee level to be approved by the Zone Director for Level 2 and 3 matches and by the PSMOC District Coordinator and MOO District Coordinator for Level 1 matches

The MM must accomplish and submit the following post match requirements:

1. Match Master Report.
2. Match Remittance Form Report
after the match or within 3 days to PSMOC office secretariat.

8.3 Chief Score Processing Officer (“CSPO”) – He reports to the Match Administrator and Match Master. He is responsible for managing the Score Processing Office including the supervision of all Score Processing Officers to ensure that scores are processed accurately and efficiently and that the results are posted on the bulletin boards and/or website in a timely manner and all score sheets are securely kept for reference. In case electronic devices such as tablets or i-pads are used to encode the time, scores, and penalties in the respective stages, he will coordinate with the Match Master, Area Chief Match Officers, and Stage Chief Match Officers to monitor the efficient functioning of the devices. . For flagship or key Level 3 and higher Matches, the CSPO will be appointed by the PSMOC Executive Committee. For other matches, the appointment of the CSPO will be in the Sanctioning Committee level to be approved by the Zone Director for Level 2 and 3 matches and by the PSMOC District Coordinator and MOO District Coordinator for Level 1 matches. He/She will be appointed by the MM and approved by the MA.

- 8.4 Score Processing Officer (“SPO”) - He reports to the Chief Score Processing Officer. He will collect, sort, verify, tabulate, encode all scores, post match results, and receive appeals for score correction and correct any legitimate discrepancies. He will assist Chief Score Processing Officer in the monitoring of the efficient functioning of the tablets or i-pads used to encode the time, scores, and penalties in the respective stages. Ideally, the SPO will be appointed by the Match Master and Chief Score Processing Officer and approved by the Zone Director for Level 2 and 3 matches and PSMOC District Coordinator and MOO District Coordinator for Level 1 matches. He/She will be appointed by the MM and approved by the MA.
- 8.5 Area Chief Match Officer (“ACMO”) - He reports to the Match Master. He is responsible for the efficient operation of the courses of fire in a given Area of the range. He will handle any appeals with regard scoring or safety violation issues that cannot be resolved by the Match Officer and Stage Chief Match Officer. He will coordinate with the Match Master, Logistics Officer, Chief Score Processing Officer, and Chrono Officer for the efficient management of the match in the Area under his care. He/She will be appointed by the MM and approved by the MA.
- 8.6 Stage Chief Match Officer (“SCMO”) - He reports to the Match Master. He is responsible for the efficient operation of the course of fire or stage assigned to him. He will supervise the Match Officers serving in his stage to ensure safety and accurate, fair, and consistent application of the rules. He has authority over all persons and activities on his stage. He/She will be appointed by the MM and approved by the MA.
- 8.7 Match Officer (“MO”) – He reports to the Stage Chief Match Officer and Match Master. He is responsible for giving a briefing to all competitors and to supervise them during the walk through to familiarize them with the course of fire. He will give commands to competitors and monitor them to ensure strict compliance with the rules and procedures. He will use an electronic timer to determine the time, verify and record the time, points, and penalties on the of each competitor and submits the score sheets to the Score Processing Officer. In case the fully automated scoring system is used, the Match Officer assigned to be the scorer will use a tablet or i-pad to encode the time, score, and penalties on the device. He/She will be appointed by the MM and approved by the MA.
- 8.8 Chrono Officer (“CO”) - He reports to the Match Master. He is responsible for calibrating the chronograph machine and bullet weighing scale. He will weigh the head/bullet and fire the ammo samples from each competitor to determine the Chrono Factor of the ammunition (bullet weight multiplied by the average velocity divided by 1,000). Nine (9) rounds will be collected per competitor. The head or bullet will be pulled from one round for weighing to determine the bullet weight. Three (3) rounds will then be fired through the chronograph to determine the average velocity. If the Chrono Factor does not match the declared factor, another three (3) rounds will be fired. The highest 3 velocities from the 6 rounds fired will be added to determine the average velocity. If the factor is still below the declared factor, the competitor will be given a choice to pull or fire the 8th round. If the factor is still below the declared factor, the 9th round will be pulled or fired according to the choice of the competitor. He/she will be appointed by the MM and approved by the MA. **The Chrono Officer will be responsible for the calibration of all Big and Small Falling targets before the match opens. The Big and Small falling targets should be calibrated with a power factor of 120. Hit can be anywhere on the face of the Big and Small Falling target when calibrating.**
- 8.9 Logistics Officer (“LO”) - He reports to the Match Administrator and Match Master. He is responsible for distributing materials and equipment needed for the operation of all stages and the whole match, meals and refreshment for all match officials, range staff, and guests during the match, match officers night, and awarding ceremony. He/she will be appointed by the MM and approved by the MA.

CHAPTER 9: Range Commands for Handgun

- 9.1 “Make Ready” - This command will announce the start of the course of fire. The competitor may now handle his gun and in a safe manner put it in a condition as specified in the stage briefing. At this point, the competitor is responsible for ensuring that he is wearing eye and ear protection. He should assume the proper start position when he is ready.
- 9.2 “Are You Ready?” - The Match Officer will assume that the competitor is ready if he will not give a negative verbal response like “No” or “Not Ready” or a hand signal by raising his hand.
- 9.3 “Standby” - The competitor must remain relatively still maintaining the required start position until he hears the start signal or beep/tone from the timer within 2 to 4 seconds depending upon the electronic timer used and its setting.
- 9.4 “Tone or Beep from the timer” – At the sound of the tone or beep from the timer, the competitor may now move and/or draw his gun and shoot the targets in any order according to his style or strategy.
- 9.5 “Stop” – The Match Officer may issue this command at any time during the course of fire. The competitor should immediately stop moving and shooting and point the gun in a safe direction and follow further instructions of the Match Officer.
- 9.6 “If You Are Finished, Unload and Show Clear” - Competitor should first remove the magazine and eject the round in the chamber then hold the slide open to give the Match Officer a clear view that the chamber is empty. This should be done while the firearm is pointed in a safe direction/downrange.
- 9.7 “If Clear, Hammer Down, Holster” - The Match Officer should first verify that the magazine is removed and that the chamber is empty before issuing this command. The competitor will not continue shooting at any target after issuance of this command. He is responsible for ensuring that the firearm is clear even though the Match Officer did his best to verify that it is clear. If the gun is clear, the competitor should pull the trigger to put the hammer down or release the striker while the gun is pointed in a safe downrange then holster his gun. Violation will mean match disqualification.
- 9.8 “Range Is Clear” - **Once the hand is clear of the holstered firearm and the command “Range is Clear” is given by the MO , it signifies the end of the course of fire.** The front Match Officer will now announce the Time and the scorer will record it on the score sheet or tablet or i-pad and the competitor and Match Officers/scorer may now move towards the targets to verify the hits.

CHAPTER 10: Handgun Ready Conditions

10.1 Condition One

10.1.1 For Single Action Pistols - the magazine is inserted, a round is loaded in the chamber, hammer is cocked, with the external safety engaged.

10.1.2 For Double Action Pistols – the magazine is inserted and a round is loaded in the chamber, hammer fully down or decocked.

10.1.3 For Double/Selective Action Revolvers – fully loaded cylinder, hammer fully down.

10.2 Condition Two

10.2.1 For Single Action Pistols – the magazine is inserted, chamber empty, hammer fully down

10.2.2 For Double Action Pistols – the magazine is inserted, chamber empty, hammer fully down

10.2.3 For Double Action Revolver – fully loaded cylinder, hammer fully down

10.3 Condition Three

10.3.1 For Single Action Pistols – Unloaded, no magazine inserted, empty chamber, hammer fully down

10.3.2 For Double Action Pistols – Unloaded, no magazine inserted, empty chamber, hammer fully down

10.3.3 For Double Action Revolver – Unloaded, empty cylinder, hammer fully down

CHAPTER 11: Movement and Safe Gun Direction

11.1 The trigger finger should be visibly outside of the trigger guard when moving more than one step in any direction if not engaging targets.

11.2 The muzzle of the gun should always be pointed in a safe direction downrange or towards the direction of the targets. It should never be allowed to point up range or beyond the default or specific safe angles of fire. It should not point past an imaginary line that is parallel to the backstop or more than 180 degrees measured from right to left or vice-versa if facing directly center downrange towards the backstop.

11.3 The muzzle of the gun should never point or sweep any part of the body of the competitor or other persons on the range except when in a safety area with an unloaded firearm.

CHAPTER 12: SPECIFIC RULES FOR 2-GUN MATCHES

12.1 Types of Matches:

12.1.1 Handgun + Practical Rimfire Rifle .22LR

12.1.2 Handgun + Semi-auto Sporting Rifle (Minimum .223/5.56)

12.1.3 Handgun + Shotgun

12.2 Divisions:

12.2.1 Unlimited Division:

12.2.1.1 Unlimited Division Handgun- minimum 9mm caliber (9x19mm) and minimum Chrono Factor of 125. Allowed are: Optical or Electronic sights, flashlights, compensators, barrel porting, and slide lightening. No restrictions on capacity, accessories, and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the PSMOC Secretariat for compilation and review.

12.2.1.2 Unlimited Division Practical Rimfire Rifle - .22LR caliber with a stock designed to be fired from the shoulder that may have an Optical or Electronic Sight, flashlight, compensator, and bi-pod. Accessories and modifications are allowed provided the gun will function safely and no sound suppressors or silencers are attached to prevent the timer from picking up the last shot(s). The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to

be unsafe and not according to the rules. Rulings will be submitted to the PRR Committee and PSMOC Secretariat for compilation and review.

12.2.1.3 Unlimited Division Semi-auto Sporting Rifle- minimum .223/5.56 caliber with a stock designed to be fired from the shoulder that may have an optical or electronic sight, flashlight, compensator, and bi-pod. No restrictions on accessories and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the PSMOC Secretariat for compilation and review. Refer to Rule 12.6 for restrictions.

12.2.1.4 Unlimited Division Shotgun –minimum of 12 gauge. No restriction on accessories and capacity. Shotgun speed loaders with primer relief cut are allowed.

12.2.2 Limited Division:

12.2.2.1 Limited Division Handgun – Stock Hi cap or Double Action/Striker Fired with minimum Chrono Factor of 125. Not permitted are optical or electronic sights, laser aiming devices, compensators, barrel porting, and suppressors that lessen recoil or muzzle flip.

12.2.2.2 Limited Division Practical Rimfire Rifle - .22LR caliber with a stock designed to be fired from the shoulder. Iron sights only. Not permitted are optical or electronic sights, laser aiming devices, compensators that are designed to lessen recoil, barrel porting, and sound suppressors or silencers that would prevent the timer from picking up the last shot(s).

12.2.2.3 Limited Division Semi-auto Sporting Rifle – minimum .223/5.56 caliber with a stock designed to be fired from the shoulder. Maximum of 30 rounds can be loaded in magazines at the start signal. Not permitted are optical or electronic sights, laser aiming devices, compensators, barrel porting, and suppressors that lessen recoil or muzzle flip. Refer to Rule 12.6 for restrictions.

12.2.2.4 Limited Division Shotgun – minimum of 12 gauge. Only shotguns with conventional tubular magazines are allowed with a maximum of Nine(9) shells loaded in the shotgun at the start signal. Internal and External modifications are allowed as long as it does not alter the function and operation of the shotgun. Not permitted are: changing of barrel length, optical or electronic sights, bipods, compensators, barrel porting, and speed loaders.

12.3 Scoring Methods

12.3.1 Points Factor Scoring Method (Total Points less Penalties divided by Time with unlimited number of shots to be fired)

Minimum Load

A (Alpha)	=	5 points
B (Bravo)	=	3 points
C (Charlie)	=	1 point
Miss (Mike)/Penalty	=	-10 points

Optional higher Scoring Penalties may be imposed by the course designer and approved by the Match Administrator which should be clearly specified in the stage briefing as follows:

If Target is located at 51 meters to 100 meters	= -20 points (equivalent to 2 Misses)
If Target is located at 101 meters to 200 meters	= -30 points (equivalent to 3 Misses)
If Target is located at 201 meters to 300 meters	= -40 points (equivalent to 4 Misses)
If Target is located at 301 meters and beyond	= -50 points (equivalent to 5 Misses)

12.3.2 Time Scoring Method (Raw time plus penalties with unlimited number of shots to be fired) will be used for 2-Gun matches. Minimum Load Scoring of 125 Chrono Factor will be used as follows:

Minimum Load Penalties

A (Alpha)	=	No penalty
B (Bravo)	=	+0.40 second
C (Charlie)	=	+0.80 second
Miss (Mike)	=	+3.00 seconds
Penalty Target	=	+2.00 seconds
Procedural	=	+2.00 seconds

Optional higher Penalties for Misses on far Targets may be imposed by the course designer and approved by the Match Administrator which should be clearly specified in the stage briefing as follows:

Misses)	If Target is located at 51 meters to 100 meters	= +6 seconds (equivalent to 2
Misses)	If Target is located at 101 meters to 200 meters	= +9 seconds (equivalent to 3
Misses)	If Target is located at 201 meters to 300 meters	= +12 seconds (equivalent to 4
Misses)	If Target is located at 301 meters and beyond	= +15 seconds (equivalent to 5

12.4 Competitors must use the same handgun, rifle, shotgun, sights, and equipment throughout the duration of the match. In case, the handgun, rifle, shotgun or sight become unserviceable the competitor must inform the Match Master to seek prior approval for the replacement.

12.5 Competitors may be required to carry the handgun and rifle at the same time depending upon the course of fire but they may not shoot targets with both firearms simultaneously or while holding two firearms. Targets may be shot with the rifle or shotgun while the handgun is holstered. Targets may be shot with the handgun if the rifle or shotgun is carried with a sling muzzle down or up in Condition 2 depending upon the course design and written stage briefing.

12.6 Selective-Fire rifles that offer burst and full-automatic mode of discharge will not be allowed to be used by civilians. However, regular personnel of the PNP, AFP, and law enforcement personnel of NALECC-member agencies will be allowed to use their selective-fire rifles with burst and full-automatic mode of discharge but in semi-auto mode in the courses of fire.

12.7 Carry and Storage Protocol of Rifles and Shotguns

- 12.7.1 Rifles and Shotguns must always be unloaded unless commanded by a serving Match Officer to load them within a course of fire.
- 12.7.2 Rifles and Shotguns must be carried or transported in Condition 3 inside bags or cases. When inside the confines of the firing range compound, they may be transported un bagged and uncased but they should be shouldered or slung reasonably/safely vertically upwards or downwards or placed in trolleys/push carts with stable racks with the muzzle pointed downwards. Chamber safety flags are required when shotguns and rifles are transported unbagged and uncased. It is prohibited to unbag or uncase shotguns and rifles in the parking lot or when outside the confines of the firing range compound. Violation will be penalized with disqualification from the match.
- 12.7.3 Only the competitor is allowed to carry or transport his rifle if they are not inside cases or bags within the confines of the firing range. He/she may ask his range assistant to transport the rifle or shotgun if they are inside bags or cases.
- 12.7.4 Match Organizers should provide rifle/shotgun racks and adequate tables for pre-loading shotguns per stage.
- 12.8 The belt that carries the holster should be at waist level. Holsters should securely retain the handgun despite dynamic or aggressive movements during the course of fire. Thigh holsters are allowed. Competitors with unsafe holsters shall not be allowed to shoot the courses of fire. The Match Master will make the decision if a holster will be allowed.
- 12.9 It is not permitted to draw the holstered handgun while in prone position. It is not allowed to go in prone position if the holstered handgun is in Condition 1. Violations will be penalized with a disqualification.
- 12.10 It is not permitted to hold ammo or magazines between the command "Standby" and the start signal or beep from the timer. However, it is permitted to carry spare ammunition or magazines anywhere on the competitor's person.
- 12.11 Metal piercing, incendiary, tracer, and ammunition with 2 or more projectiles are not allowed.
- 12.12 Range Commands for 2-Gun matches are similar to those used for Handgun Matches with the following additional points and specific commands:
- 12.12.1 "Make Ready", will announce the start of the course of fire. After this command, the Match Officer will supervise the competitor in the preparation and proper positioning of the handgun and rifle as specified in the briefing.
- 12.12.1.1 In 2-Gun Matches, a competitor may be required to abandon or properly "dump" the rifle or handgun at a certain portion of the course of fire and safely put it in a retention device in its proper ready condition(Condition 1) or completely unloaded (Condition 3).
- 12.12.1.2 A competitor may handle the next firearm to be used for the succeeding array of targets while in the process of abandoning the firearm that was initially used in the first part of the course of fire but he may not engage any target while he is handling both firearms. Violations will be penalized with match disqualification.
- 12.12.2 "Are You Ready" - The Match Officer will assume that the competitor is ready if he will not give a negative verbal response like "No" or " Not Ready" or a hand signal by raising his hand.

- 12.12.3 “Standby” - The competitor must remain relatively still maintaining the required start position until he hears the start signal or beep/tone from the timer within 2 to 4 seconds depending upon the electronic timer used and its setting.
- 12.12.4 “Tone or Beep from the timer” – At the sound of the tone or beep from the timer, the competitor may now move and/or draw his gun or handle the rifle depending upon the start position stipulated in the briefing and shoot the targets in any order according to his style or strategy within the bounds of the safety rules and the requirements of the course of fire. This signifies the start of the course of fire.
- 12.12.5 “Stop” – The Match Officer may issue this command at any time during the course of fire. The competitor should immediately stop moving and shooting and point the gun in a safe direction and follow further instructions of the Match Officer.
- 12.12.6 “If You Are Finished, Unload and Show Clear” - The competitor should first remove the magazine and eject the round in the chamber then hold the bolt open to give the Match Officer a clear view that the chamber is empty. This should be done while the firearm is pointed in a safe direction downrange.
- 12.12.7 “If Clear, Hammer Down, Holster” For Handgun. The Match Officer and competitor must inspect the chamber to make sure that the gun is clear before giving the command Hammer Down, Holster.
- 12.12.7.1 “If Clear, Hammer Down, Secure Action”. If the last firearm used is a rifle or shotgun this will be the command. The competitor will not continue shooting at any target after issuance of this command. If the gun is clear, the competitor should open the chamber then the Match Officer will insert the chamber safety flag while the rifle is pointed in a safe direction. Violation will be match disqualification. The competitor under the supervision of the Match Officer will then proceed to the location of the abandoned handgun carrying the rifle or Shotgun reasonably vertically upwards. Upon reaching the location and after verifying that the range is clear the Match Officer will issue the command “Unload and Show Clear”, the competitor will then handle the abandoned firearm and remove the magazine and eject the ammunition inside the chamber while pointing the firearm in a safe direction. Once the Match Officer ascertains that the firearm is clear, he will issue the command “If Clear, Hammer Down Holster”. It shall be the responsibility of the competitor to ensure that the firearm is clear even though the Match Officer did his best to make sure it is so.
- 12.12.8 “Range Is Clear” - The Match Officer will now record the time on the score sheet, tablet or i-pad and the competitor and Match Officers/scorer may now move towards the targets to verify the hits. This signifies the end of the Course of fire.
- 12.13 Calling or Shouting “Hits” by the Match Officer on fixed metal targets where hits can be visually verified will not be considered as interference or coaching. An erroneous call of the Match Officer as a hit on a metal target that was actually missed will stand and will not be grounds for a re-shoot.
- 12.14 If a competitor, who is a regular personnel of the PNP, AFP, and law enforcement officer of a NALECC-member agency, is using a rifle with burst or automatic fire capability and he shoots at a target or targets using burst or automatic fire, he will be immediately stopped and given a warning. The competitor will be ordered to re-shoot the stage. Second violation in the same stage or in the succeeding stages will mean disqualification from the match.
- 12.15 Abandoning a loaded firearm in the retention device with the safety off will be penalized with plus 10 seconds. In the case of Double Action pistols, the hammer

may be de cocked and for Selective Action Pistols, the safety could be engaged with the hammer cocked to avoid penalty. An accidental discharge while in the process of abandoning the firearm will be penalized with a disqualification.

- 12.16 A competitor will be disqualified if he abandons the firearm outside the retention device if he fails to maintain a 1 meter distance from the firearm or if he dropped the firearm. Retention devices should be capable of securing the firearm in a safe and stable position and orientation e.g. boxes for handguns and tubes or barrels for rifles. They should be positioned and oriented so that no person will pass in front of the muzzle of the firearm.
- 12.17 Only one handgun, one rifle, or one shotgun will be allowed during a course of fire. Violations will be penalized with disqualification from the match.
- 12.18 Failure to shoot a target will be penalized with a Procedural Penalty of +2 seconds.
- 12.19 In 2-Gun matches, a hit on a target board with the wrong firearm will not be scored and the corresponding penalties will be applied as necessary. A hit on a falling metal target with the wrong firearm will be penalized with a Procedural Penalty of +2 seconds and applicable penalty for Misses of +3 seconds per Miss.
- 12.20 In case of a tie between competitors who are eligible for awards, the competitor with the higher number of Alpha hits will be declared winner. If a tie still remains, the competitor who has the faster time in Stage 1 will be the winner. If a tie still remains, they will be asked to shoot a course of fire not necessarily one of the courses in the match to break the tie to be determined by the Match Master in consultation with the Match Administrator.
- 12.21 Falling Metal Targets should be calibrated with factory .22 LR ammunition for Handgun + Practical .22LR Rifle (Mini Rifle) 2-Gun matches, and 9mm ammunition with a power factor of 120 for Handgun + HPR and Handgun + Shotgun 2-Gun matches.
- 12.22 For 2-Gun matches, it should be specified in the written stage briefing which targets are to be engaged with the handgun, with the rifle and with the shotgun; the starting position and condition of the handgun and rifle; and the position of the retention devices for abandoned firearms.
- 12.23 For safety reasons, the handgun will not start in condition 1 holstered, if it will not be the first firearm to be used in the course of fire.
- 12.24 If the course of fire requires that the rifle to be slung on the shoulders, it should be reasonably vertically upwards and the condition of the rifle should be Condition 3.
- 12.25 All other standard competition rules contained in the Handgun rules will also be applied to 2-Gun matches **and vice versa**. In case of conflict, the specific rules for 2-Gun matches will prevail.

CHAPTER 13: SPECIFIC RULES FOR PRACTICAL RIMFIRE RIFLE MATCHES

13.1 Divisions

13.1.1 Unlimited Division - .22LR caliber rifle with a stock designed to be fired from the shoulder that may have an Optical or Electronic Sight, flashlight, compensator, and bi-pod. Accessories and modifications are allowed provided the gun will function safely and no sound suppressors or silencers are attached to prevent the timer from picking up the last shot(s). The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the PRR Committee and PSMOC Secretariat for compilation and review.

13.1.2 Limited Division - .22LR caliber rifle with a stock designed to be fired from the shoulder. Iron sights only. Not permitted are optical or electronic sights, laser aiming

devices, compensators that are designed to lessen recoil, barrel porting, and sound suppressors or silencers that would prevent the timer from picking up the last shot(s).

13.2 Minimum Barrel Length - the minimum barrel length is 14.5 inches including flash hider and/or compensator. The maximum length for flash hidere and compensators is 2 inches.

13.3 Maximum Magazine Capacity is 30 rounds for both Divisions. In Condition 1, 30 rounds can be loaded in the magazine with 1 round in the chamber.

13.4 Minimum Load Scoring. Score Processing Officers should score all competitors in Minimum Load Chrono Factor in all PRR matches. It is not allowed to arbitrarily use Full Load Scoring because it would affect the game plan or strategy of competitors which would favor speed instead of accuracy.

13.5 All rifles should pass the gun check to be conducted in the Chrono Area. The timer, which shall be set at sensitivity 8, should be able to pick-up the sound of the shot at 2 meters from the muzzle of the rifle.

13.6 Start Position - the preferred start position is Low Ready in all stages. Other start positions may be specified by the course designer subject to the approval of the PRR Committee and the PSMOC Board. The Low Ready Position is assumed by holding the grip of the rifle with the strong hand, trigger finger outside of the trigger guard, weak hand holding the handguard/rail, the butt of the rifle must be on the shoulder, muzzle pointing at a marker at least 1 meter from the leading foot of the shooter.

13.7 Mag pouches can be positioned anywhere in both divisions.

13.8 Scoring of Metal Targets - plates must fall or have a visible hit to score. When plates are not required to fall, they should be painted after each shooter.

13.9 Original Videos of incidents, which have not been altered, can be used as basis of Match Officials to make a ruling or decision in cases of "impossible time", disqualifications, or protests/arbitration.

13.10 Points Factor Scoring is preferred.

13.11 Recognition of Categories (Lady, Junior, Senior, Super Senior, Lawman) - Minimum of 3 shooters. The Match Administrator in coordination with the Match Organizers may recognize categories less than 3 shooters.

13.12 Changing of Uppers is not allowed once the shooter already shot a stage unless it can be proven to the Match Master that a major part was broken and subject to the approval of the Match Master who will make sure that the replacement upper or part is in compliance with the rules and will not give a significant advantage.

13.13 In case the ammunition inside the chamber cannot be extracted, the Match Officer should record the time first before the shooter is given the command to fire the unextracted ammunition on the backstop or berm. If the shooter deliberately or intentionally fires the rifle to clear the unextracted round in a safe direction without the command of the Match Officer and the MO has not yet written the time on the scoresheet, the time recorded on the timer after the shot to clear the gun will be the basis for score and will be the final time.

13.14 All handgun and 2-Gun rules will apply to PRR Matches except when a specific PRR rule is stipulated. Hand Gun Rules will prevail in all disciplines if not specifically stated or missing in a certain discipline or shooting format.

13.15 When strong hand shooting is stipulated in the written stage briefing, the rifle should be shouldered on the right shoulder and the trigger should be pulled with the finger of the right hand for a right handed shooter and vice versa for a left handed shooter.

13.16 When weak hand shooting is stipulated in the written stage briefing, the rifle should be shouldered on the left shoulder and the trigger should be pulled with the finger of the left hand for a right handed shooter and vice versa for a left handed shooter.

13.17 Shooters shall not be required to fire the rifle with one hand only.

13.18 After the range command: "If Clear, Hammer Down, Secure Action", the shooter should insert a chamber safety flag and will keep the muzzle pointing either vertically upwards or downwards when transporting the carbine. The shooter can then put the carbine in a case or trolley at the safety area.

CHAPTER 14: SPECIFIC RULES FOR SEMI-AUTO SPORTING RIFLE (SSR) MATCHES

14.1 Divisions

14.1.1 Unlimited Division - minimum .223/5.56 caliber rifle with a stock designed to be fired from the shoulder that may have an Optical or Electronic Sight, flashlight, compensator, and bi-pod. Accessories and modifications are allowed provided it will not compromise safety. No magazine capacity restrictions.

14.1.2 Limited Division – minimum .223/5.56 caliber rifle with a stock designed to be fired from the shoulder. Iron sights only. Not permitted are optical or electronic sights, laser aiming devices, and bi-pods. Vertical front grips are permitted with a maximum length of 6 inches. Maximum magazine capacity is 30 rounds. In Condition 1, 30 rounds can be loaded in the magazine with 1 round in the chamber. Maximum dimensions of compensator is 1 ¼ inches x 3 ½ inches.

14.2 Minimum Barrel Length - the minimum barrel length is 14.5 inches including flash hider and/or compensator.

14.3 Chrono Factor

14.3.1 Full Load: 155

14.3.2 Minimum Load: 125

14.4 Start Position - the preferred start position is Low Ready in all stages except when approved by the Semi-Auto Sporting Rifle Committee and the PSMOC Board. The Low Ready Position is assumed by holding the grip of the rifle with the strong hand, trigger finger outside of the trigger guard, weak hand holding the handguard/rail, the butt of the rifle must be on the shoulder, muzzle pointing at a marker at least 1 meter from the leading foot of the shooter.

14.5 Mag pouches can be positioned anywhere in both divisions.

14.6 Minimum Distance of Metal Targets is 50 meters.

14.7 Recognition of Categories (Lady, Junior, Senior, Super Senior, Lawman) - Minimum of 3 shooters. The Match Administrator in coordination with the Match Organizers may decide to recognize categories with less than 3 shooters.

14.8 Changing of rifles or parts is not allowed once the shooter already shot a stage unless it can be proven to the Match Master that a part was broken and subject to the approval of the Match Master who will make sure that the replacement rifle or part is in compliance with the rules and will not give a significant advantage.

14.9 All handgun and 2-Gun rules will apply to SSR Matches except when a specific Semi-auto Sporting Rifle (SSR) rule is stipulated. Hand Gun Rules will prevail in all disciplines if not specifically stated or missing in a certain discipline or shooting format

14.10 When strong hand shooting is stipulated in the written stage briefing, the rifle should be shouldered on the right shoulder and the trigger should be pulled with the finger of the right hand for a right handed shooter and vice versa for a left handed shooter.

14.11 When weak hand shooting is stipulated in the written stage briefing, the rifle should be shouldered on the left shoulder and the trigger should be pulled with the finger of the left hand for a right handed shooter and vice versa for a left handed shooter.

14.12 Shooters shall not be required to fire the rifle with one hand only.

14.13 After the range command: "If Clear, Hammer Down, Secure Action", the shooter should insert a chamber safety flag and will keep the muzzle pointing either vertically upwards or downwards when transporting the rifle. The shooter can then put the rifle in a case or trolley at the safety area.

CHAPTER 15: SPECIFIC RULES FOR SHOTGUN MATCHES

15.1 Divisions

15.1.1 Unlimited Division – 12 gauge semi-auto shotgun that may have an Optical or Electronic Sight, flashlight, compensator, and ports. Accessories and modifications are allowed provided it will not compromise safety. No magazine or tube capacity restrictions.

15.1.2 Limited Division – 12 gauge shotgun with Iron sights only. Not permitted are optical or electronic sights, laser aiming devices, ports and compensators. Maximum shells that can be loaded in the tube is 9 rounds if the start condition is 2. In Condition 1, 8 rounds can be loaded in the tube with 1 round in the chamber. Additional ammo can be placed in side saddles and stage savers and are not included in the maximum loaded shells count. Not permitted are detachable magazines, speed loaders, and revolving/multiple magazine tubes e.g. XRAIL

15.1.3 Pump Action Division – 12 gauge shotgun with manual or pump action with iron sights only. Not permitted are optical or electronic sights, laser aiming devices, ports, compensators, and speed loaders. Maximum shells that can be loaded in the tube is 9 rounds if the start condition is 2. In Condition 1, 8 rounds can be loaded in the tube with 1 round in the chamber. Additional ammo can be placed in side saddles and stage savers and are not included in the maximum loaded shells count.

15.2 Minimum Barrel Length - the minimum barrel length is 18 inches including flash hider and/or compensator.

15.3 Start Positions - the preferred start positions are as follows:

15.3.1 Low Ready Position- is assumed by holding the grip of the shotgun with the strong hand, trigger finger outside of the trigger guard, weak hand holding the handguard/rail, the butt of the shotgun must be on the shoulder, muzzle pointing at a marker at least 1 meter from the leading foot of the shooter.

15.3.2 Port Arms Position - is assumed by holding the grip of the shotgun with the strong hand, trigger finger outside of the trigger guard, weak hand holding the handguard, butt is at hip level, muzzle is pointed downrange slightly pointed upwards at a 30 degree angle from the horizontal.

15.3.3 Other Positions may be specified by the course designer or Match Administrator subject to the approval of the Shotgun Committee and PSMOC Board or duly authorized representative.

15.4 Shotgun shell/ammunition caddies can be positioned anywhere in all divisions.

15.5 Minimum Distance of Metal Targets is 9 meters

15.6 Recognition of Categories (Lady, Junior, Senior, Super Senior, Lawman) - Minimum of 3 shooters. The Match Administrator in coordination with the Match Organizers may decide to recognize categories with less than 3 shooters.

15.7 Changing of shotguns or parts is not allowed once the shooter already shot a stage unless it can be proven to the Match Master that a part was broken and subject to the approval of the Match Master who will make sure that the replacement shotgun or part is in compliance with the rules and will not give a significant advantage.

15.8 Ammunition/Shells – There will be restrictions on what targets can be shot with different types of shotgun ammunition or shells as follows:

15.8.1 Only birdshot with a maximum of #6 can be used to shoot metals targets

15.8.2 Only slugs can be used to shoot paper targets

15.8.3 Only birdshot with a maximum of #7 can be used to shoot aerial clay targets

15.9 Penalty for unbroken (missed) Aerial Clay Target - The penalty for unbroken (missed) aerial clay target is as follows:

15.9.1 Time Scoring Method: +6 seconds and additional +3 seconds if the shooter did not shoot the aerial clay target (failure to engage)

15.9.2 Points Factor Method: -20 points and another -10 points if the shooter did not shoot the aerial clay target (failure to engage)

15.10 All handgun and 2-Gun rules will apply to Shotgun Matches except when a specific Shotgun rule is stipulated. Hand Gun Rules will prevail in all disciplines if not specifically stated or missing in a certain discipline or shooting format

15.11 When strong hand shooting is stipulated in the written stage briefing, the shotgun should be shouldered on the right shoulder and the trigger should be pulled with the finger of the right hand for a right handed shooter and vice versa for a left handed shooter.

15.12 When weak hand shooting is stipulated in the written stage briefing, the shotgun should be shouldered on the left shoulder and the trigger should be pulled with the finger of the left hand for a right handed shooter and vice versa for a left handed shooter.

15.13 Shooters shall not be required to fire the shotgun with one hand only.

15.14 After the range command: "If Clear, Hammer Down, Secure Action", the shooter should insert a chamber safety flag and will keep the muzzle pointing either vertically upwards or downwards when transporting the shotgun. The shooter can then put the shotgun in a case or trolley at the safety area.

CHAPTER 16: SPECIFIC RULES FOR PISTOL CALIBER CARBINE (PCC) MATCHES

16.1 Divisions

16.1.1 Unlimited Division – Pistol Caliber Carbine with a stock designed to be fired from the shoulder that may have an Optical or Electronic Sight, flashlight, laser aiming device, porting, and compensator. Accessories and modifications are allowed provided it will not compromise safety. No magazine capacity restrictions. Approved calibers are 9mm, .357 SIG, 40 S&W, 10mm, .45 ACP.

16.1.2 Limited Division – Pistol Caliber Carbine with a stock designed to be fired from the shoulder. Iron sights only. Not permitted are optical or electronic sights, laser aiming devices, bi-pods and vertical front grips. Maximum magazine capacity is 30 rounds. In Condition 1, 30 rounds can be loaded in the magazine with 1 round in the chamber. Approved calibers are 9mm, .357 SIG, 40 S&W, 10mm, .45 ACP.

16.2 Minimum Barrel Length - the minimum barrel length is 14.5 inches including flash hider and/or compensator.

16.3 Minimum Load Scoring. Minimum Chrono Factor is 125.

16.4 Maximum Velocity is 1,600 FPS

16.5 Start Position - the preferred start position is Low Ready in all stages except when approved by the PCC Committee and the PSMOC Board. The Low Ready Position is assumed by holding the grip of the rifle with the strong hand, trigger finger outside of the trigger guard, weak hand holding the handguard/rail, the butt of the rifle must be on the shoulder, muzzle pointing at a marker at least 1 meter from the leading foot of the shooter. Course designers may specify other start positions subject to the approval of the PCC Committee and the PSMOC Board.

16.6 Mag pouches can be positioned anywhere in both divisions.

16.7 Minimum Distance of Metal Targets is 10 meters.

16.8 Recognition of Categories (Lady, Junior, Senior, Super Senior, Lawman) - Minimum of 3 shooters. The Match Administrator in coordination with the Match Organizers may decide to recognize categories with less than 3 shooters.

16.9 Changing of carbines or parts is not allowed once the shooter already shot a stage unless it can be proven to the Match Master that a part was broken and subject to the approval of the Match Master who will make sure that the replacement carbine or part is in compliance with the rules and will not give a significant advantage.

16.10 Magazine couplers are not allowed.

16.11 All handgun and 2-Gun rules will apply to PCC Matches except when a specific PCC rule is stipulated. Hand Gun Rules will prevail in all disciplines if not specifically stated or missing in a certain discipline or shooting format.

16.12 When strong hand shooting is stipulated in the written stage briefing, the carbine should be shouldered on the right shoulder and the trigger should be pulled with the finger of the right hand for a right handed shooter and vice versa for a left handed shooter.

16.13 When weak hand shooting is stipulated in the written stage briefing, the carbine should be shouldered on the left shoulder and the trigger should be pulled with the finger of the left hand for a right handed shooter and vice versa for a left handed shooter.

16.14 Shooters shall not be required to fire the carbine with one hand only.

16.15 After the range command: "If Clear, Hammer Down, Secure Action", the shooter should insert a chamber safety flag and will keep the muzzle pointing either vertically upwards or downwards when transporting the carbine. The shooter can then put the carbine in a case or trolley at the safety area.

CHAPTER 17: Eligibility and Recognition of Division, Category, and Class Awards

17.1 For Level 1 and 2 Matches, it will be the call of the Match Administrator.

17.2 For Level 3 Matches, there should be at least 10 competitors for a Division to be recognized and for the competitors to be given awards. For Categories, there should at least be 5 competitors to be recognized.

17.3 It will be under the discretion of the Match Administrator if Class Awards will be given. The PSMOC may require Class Awards through an Executive Committee or Board Resolution.

17.4 Multi registration in different Divisions is allowed in Level 1 matches for purposes of fund raising and to give shooters the opportunity to shoot different types of firearms in a match provided he/she pays the registration fee for the new division. However, he/she will only be eligible to win awards or prizes in the first division that he shot the stages. In Level 2 and higher matches, shooters can register and win awards and prizes in one division only.

- 17.5 Competitors may register in multiple matches or disciplines and will be eligible to win awards and prizes in the respective matches or disciplines that he registered in. For example, he may register in the PSMOC Handgun match, 3-Gun Nation Match, Practical .22LR Rifle (Mini Rifle) match, and 2-Gun Match and will be eligible to win awards and prizes in each of these matches/disciplines.

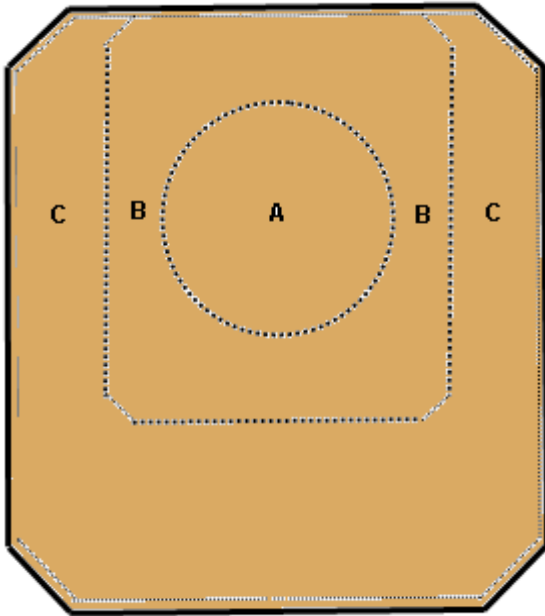
CHAPTER 18: Arbitration and Interpretation of Rules

- 18.1 If the competitor is not satisfied with the ruling of the Match Officer, he may appeal to the Stage Chief Match Officer, then to the Area Chief Match Officer, then to the Match Master. If he is still not satisfied, he may file a letter of appeal to the Arbitration Committee through the Match Administrator together with the required arbitration fee within one hour from the time the incident happened.
- 18.2 The Match Administrator will then convene the Arbitration Committee. The Chairman and two (2) members should be certified Match Officers and pre-appointed before the match by the Match Administrator as approved by the Match Sanctioning Committee.
- 18.3 The Arbitration Committee will read and analyze the appeal letter and may require the appellant to give more details. If necessary, they will visit and inspect the course of fire or area where the incident happened, interview the Match Officers concerned and impartial or neutral witnesses, and view and analyze any available evidence including videos.
- 18.4 The Arbitration Committee must declare a verdict within 24 hours or one hour before the end of the match to give the competitor time for a re-shoot if necessary should the decision be in his favor. The decision shall be final. The Match Master is responsible for implementing the verdict and for keeping a record of the case. He will include it in the Match Master report to be submitted to the PSMOC and MOO office.
- 18.5 The interpretation of the rules is the responsibility of the PSMOC Executive Committee. It may amend the rules on a yearly basis and the new set of rules must be approved by the PSMOC Board. But in some exceptional cases where it is absolutely necessary to adopt a new rule or new target, the Executive Committee will recommend the amendment to the PSMOC Board at any time for immediate implementation.

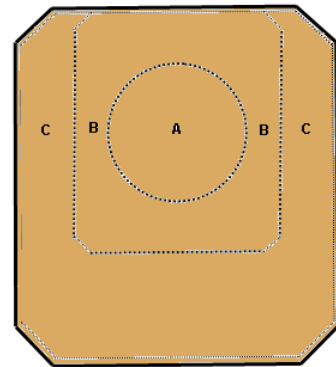
EXHIBIT 1

PSMOC Target

PSMOC Paper Target



PSMOC Small Paper Target



Time Scoring Method (Raw time plus penalties with unlimited number of shots to be fired)

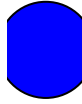
	Full Load	Minimum Load
A (Alpha)	= No penalty	No penalty
B (Bravo)	= +0.20 second	+0.40 second
C (Charlie)	= +0.60 second	+0.80 second
Miss (Mike)	= +3.00 seconds	+3.00 seconds
Penalty Target/ Procedural	= +2.00 seconds	+2.00 seconds

EXHIBIT 2

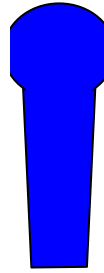
Metal and Wooden Targets



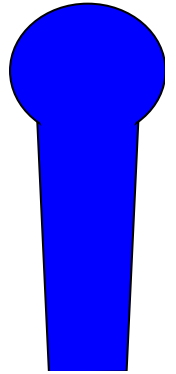
Bowling Pin



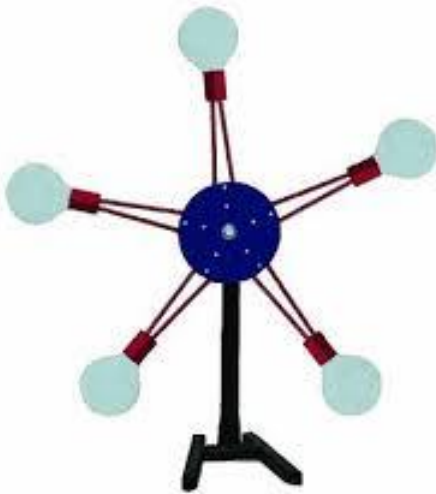
Falling Plate
20cm diameter
With 1cm cut on
both sides or
18cm width and
20cm height



Small Falling Target
20 cm diameter
With 1cm cut on both
sides with 18cm width at
widest point
56 cm height



Big Falling Target
30 cm diameter with 1 cm
cut on both sides with
28cm width at widest
point
85 cm height



Texas Star and Variants

Note: Other targets may be used subject to the recommendation of the Zone Directors and District Coordinators for approval by the PSMOC Executive Committee. Proposed targets should be consistent and durable or if frangible, enough supply should be available throughout the match to present the challenge in the stage equally to all competitors.