Handgun and 2-Gun Competition Rules
Version 2.0
CHAPTER 1: Fundamentals of PSMOC Competitions

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.

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 9 meters.

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, and spectators should wear eye and ear protection at all times.

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 per match.

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 Coordinator, and MOO District Coordinator. 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 shot the stages 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 Coordinator, and MOO District Coordinator. Shooters may register and win awards and prizes in a division of choice and in Limited 10 Division.

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 Coordinator, and MOO District Coordinator. Shooters may register and win awards and prizes in one division only.

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)

<table>
<thead>
<tr>
<th></th>
<th>Full Load</th>
<th>Minimum Load</th>
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</thead>
<tbody>
<tr>
<td>A (Alpha)</td>
<td>= 5 points</td>
<td>5 points</td>
</tr>
<tr>
<td>B (Bravo)</td>
<td>= 4 points</td>
<td>3 points</td>
</tr>
<tr>
<td>C (Charlie)</td>
<td>= 2 points</td>
<td>1 point</td>
</tr>
<tr>
<td>Miss (Mike)/Penalty</td>
<td>= -10 points</td>
<td>-10 points</td>
</tr>
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</table>

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

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<tbody>
<tr>
<td>A (Alpha)</td>
<td>= No penalty</td>
<td>No penalty</td>
</tr>
<tr>
<td>B (Bravo)</td>
<td>= +0.20 second</td>
<td>+0.40 second</td>
</tr>
<tr>
<td>C (Charlie)</td>
<td>= +0.60 second</td>
<td>+0.80 second</td>
</tr>
<tr>
<td>Miss (Mike)</td>
<td>= +3.00 seconds</td>
<td>+3.00 seconds</td>
</tr>
<tr>
<td>Penalty Target</td>
<td>= +2.00 seconds</td>
<td>+2.00 seconds</td>
</tr>
<tr>
<td>Procedural</td>
<td>= +2.00 seconds</td>
<td>+2.00 seconds</td>
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</tbody>
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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: 100 Seconds will be added to the Match Time of the competitor.
4.4.2 Intermediate Course: 200 Seconds will be added to the Match Time of the competitor.
4.4.3 Ultimate Course: 400 Seconds will be added to the Match Time of the competitor.
e.g. If the competitor did not shoot one (1) Speed Course (+100 Secs) and two (2) Ultimate Courses (2x400=800 Secs), for whatever reason, 900 Seconds will be added to the Match 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.

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.

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.

5.1.5 Lawman Category – Competitors who are organic personnel of military and law enforcement agencies who will wear their duty uniforms while shooting the courses of fire are eligible for awards. They may use their duty holsters provided that the firearm is pointed in a safe direction while holstered. Their match fees will only be P100 for Level 1, P200 for Level 2, and P300 for Level 3 which may be amended by the PSMOC Board. Lawmen who will not wear their duty uniforms while shooting the stages will only get a 50% discount on the match fee but will compete with the civilian competitors and will not be eligible to the Lawman category award.

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 after market 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.** Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel ports, slide porting.

6.1.6 **Revolver Division**—Only six cylinder revolvers are allowed. Minimum Chrono Factor for Full Load is 165. Minimum Chrono Factor for Minimum Load 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.

**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.
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.

Procedural Penalties

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 If a competitor fails to engage a target with at least one round, he will incur one procedural penalty.

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 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.

Disqualification - A competitor may be disqualified for the following reasons:

7.5.1 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.
7.5.2 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.

7.5.3 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.

7.5.4 In PSMOC Handgun matches, 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 the “Make Ready” command and before the “Range is Clear” command will be penalized with a match disqualification.

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:
2. Match Remittance Form Report
   after the match or within 3 days to the PSMOC 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.

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.

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.
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 “Are you Finished?” - If the competitor is satisfied that he already shot all the targets and fulfilled the requirements of the course of fire, he should lower his firearm and point it in a safe direction.

9.7 “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.

9.8 Gun clear - The Match Officer and competitor must inspect the chamber to make sure that the gun is clear before giving this command.

9.9 “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 direction downrange then holster his gun.

10.0 “Range Is Clear” - The Match Officer will now record the time 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 .22LR Rifle (Mini-Rifle)

12.1.2 Handgun + High Powered 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 Mini-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. 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.

12.2.1.3 Unlimited Division High Powered 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.

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 Mini-Rifle - .22LR caliber with a stock designed to be fired from the shoulder. No restriction on capacity. Not permitted are optical or electronic sights, laser aiming devices, compensators, barrel porting, and suppressors that lessen recoil or muzzle flip.

12.2.2.3 Limited Division High Powered 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.

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**

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<td>-10 points</td>
</tr>
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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 and beyond = -30 points (equivalent to 3 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**

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<td>A (Alpha)</td>
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<td>+0.40 second</td>
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<td>C (Charlie)</td>
<td>+0.80 second</td>
</tr>
<tr>
<td>Miss(Mike)</td>
<td>+3.00 seconds</td>
</tr>
<tr>
<td>Penalty Target</td>
<td>+2.00 seconds</td>
</tr>
<tr>
<td>Procedural</td>
<td>+2.00 seconds</td>
</tr>
</tbody>
</table>

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:

- If Target is located at 51 meters to 100 meters = +6 seconds (equivalent to 2 Misses)
- If Target is located at 101 meters and beyond = +9 seconds (equivalent to 3 Misses)

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 Rifles that offer only burst and full-auto mode of discharge are not allowed.

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 unbagged 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 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 “Shooter 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.

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 “Are You Finished” – If the competitor is already satisfied that he has shot all the targets and fulfilled the requirements of the course of fire, he will lower the firearm and point the muzzle in a safe direction.

12.12.7 “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.

12.12.8 “Gun Clear” - The Match Officer and competitor must inspect the chamber to make sure that the gun is clear before giving this command.

12.12.9 “Secure Action”. If the last firearm used is rifle, 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 to let the Match Officer insert the chamber safety flag while the rifle is pointed in a safe direction.

The competitor under the supervision of the Match Officer will then proceed to the location of the abandoned firearm 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 “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.

12.12.10 “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.

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 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 having the faster best time with penalties among the stages in the match 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. In case of conflict, the specific rules for 2-Gun matches will prevail.

CHAPTER 13: Eligibility and Recognition of Division, Category, and Class Awards

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

13.2 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.

13.3 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.

13.4 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 and in Limited 10 Division. In Level 2 matches, shooters can register and win awards and prizes in one division of choice and Limited 10 Division. In Level 3 matches, shooters can only register and win awards and prizes in one division only.

13.5 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 14: Arbitration and Interpretation of Rules

14.1 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.

14.2 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.

14.3 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.

14.4 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.
14.5 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**

<table>
<thead>
<tr>
<th>PSMOC Paper Target</th>
<th>PSMOC Small Paper Target</th>
</tr>
</thead>
</table>

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

<table>
<thead>
<tr>
<th>Full Load</th>
<th>Minimum Load</th>
</tr>
</thead>
<tbody>
<tr>
<td>A (Alpha) = No penalty</td>
<td>No penalty</td>
</tr>
<tr>
<td>Category</td>
<td>Time Difference</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>B (Bravo)</td>
<td>+0.20 second</td>
</tr>
<tr>
<td></td>
<td>+0.40 second</td>
</tr>
<tr>
<td>C (Charlie)</td>
<td>+0.60 second</td>
</tr>
<tr>
<td></td>
<td>+0.80 second</td>
</tr>
<tr>
<td>Miss (Mike)</td>
<td>+3.00 seconds</td>
</tr>
<tr>
<td></td>
<td>+3.00 seconds</td>
</tr>
<tr>
<td>Penalty Target/ Procedural</td>
<td>+2.00 seconds</td>
</tr>
<tr>
<td></td>
<td>+2.00 seconds</td>
</tr>
</tbody>
</table>

EXHIBIT 2

Metal and Wooden Targets
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.