

# Battle of the Gun Clubs 2025 COF

Designed by: Bogie Castro, PSMOC Secretary

## Stage Number: 1

**Type:** Intermediate

**Scoring Method:** Points Factor

**Targets:** 3 PSMOC Targets, 2 Falling Targets (Poppers), 2 Falling Plates

**Minimum number of rounds:** 10 rds

**Start position/Condition of Firearm Handgun:** Standing inside the designated shooting box, hands hanging naturally at sides. Handgun holstered Condition 1

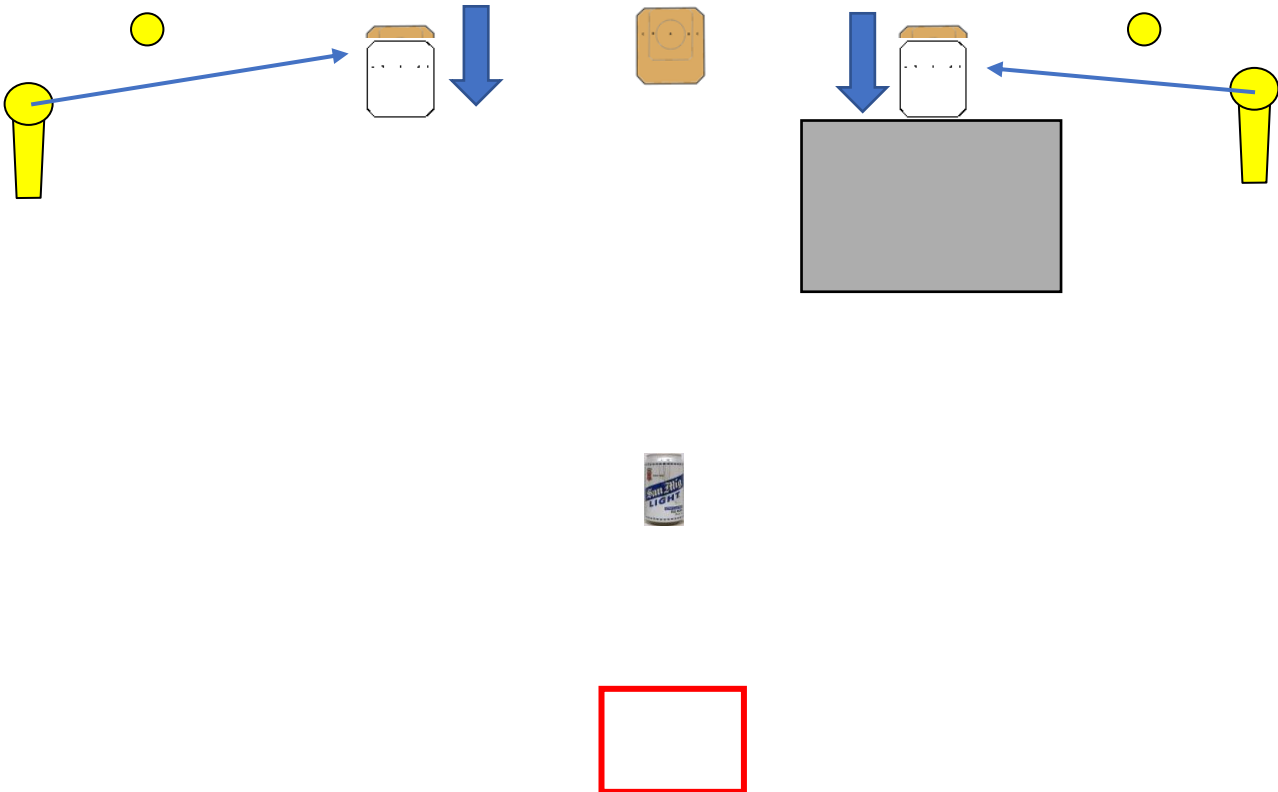
**Start position/Condition of Firearm PRR/PCC:** Standing inside the designated shooting box at Low Ready muzzle pointed at the beer can.

**Time starts:** Audible

**Time Stops:** On last shot fired

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot all targets within the shooting area/box. Minimum two hits on PSMOC paper targets and metal targets must fall to score.

**Note:** The respective Falling Targets (Poppers) will activate the metal no-shoot which will fall down to momentarily expose the PSMOC paper target for a fraction of a second. Once the No Shoot will hit the bottom, the PSMOC paper target will also fall down and only the top portion will be visible.



**Stage Number: 2**

**Type:** Intermediate

**Scoring Method:** Points Factor

**Targets:** 5 PSMOC Small Paper targets, 1 Falling Target (Popper), 2 Falling Plates

**Minimum number of rounds:** 13 rds

**Start position/Condition of Firearm Handgun:** Standing inside the designated shooting box, hands hanging naturally at sides. Handgun holstered Condition 1

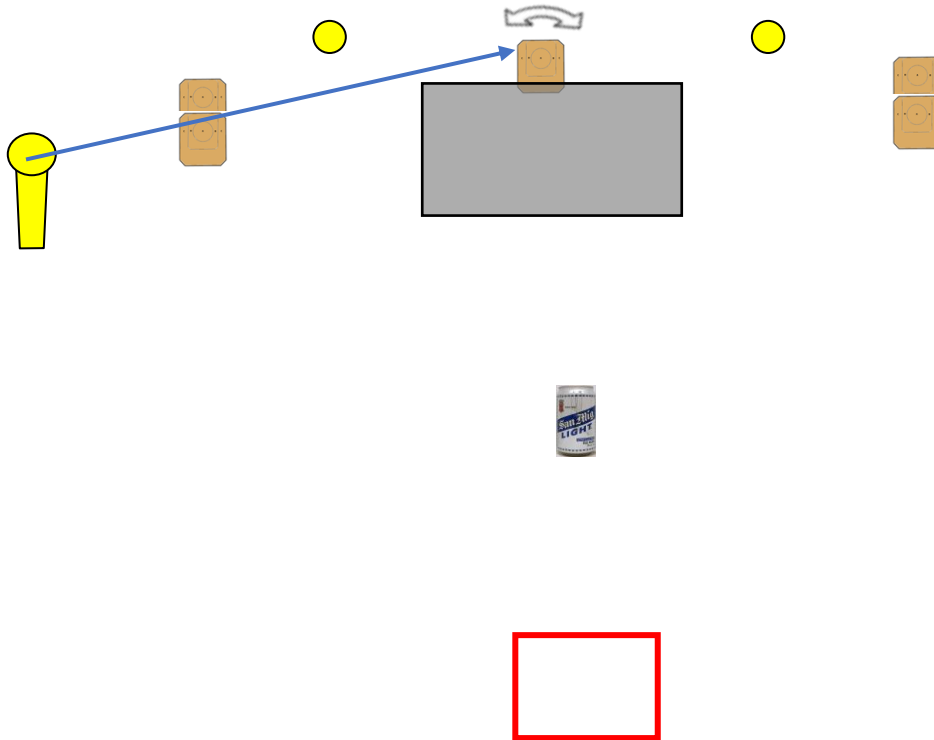
**Start position/Condition of Firearm PRR/PCC:** Standing inside the designated shooting box at Low Ready muzzle pointed at the beer can

**Time starts:** Audible

**Time Stops:** On last shot fired

**Procedure Handgun/PRR/PCC Match:** On audible signal, all target within the shooting area. Minimum 2 hits on PSMOC paper targets and metal targets must fall to score.

**Note:** Falling Target (Popper) will activate the swinging Small PSMOC Target



**Stage Number: 3**

**Type:** Ultimate

**Scoring Method:** Points Factor

**Targets:** 4 PSMOC Paper Targets, 4 **Small** PSMOC Targets, 3 **Extra Small** PSMOC Targets, 2 Round Falling Plates (8"), 3 No-Shoots

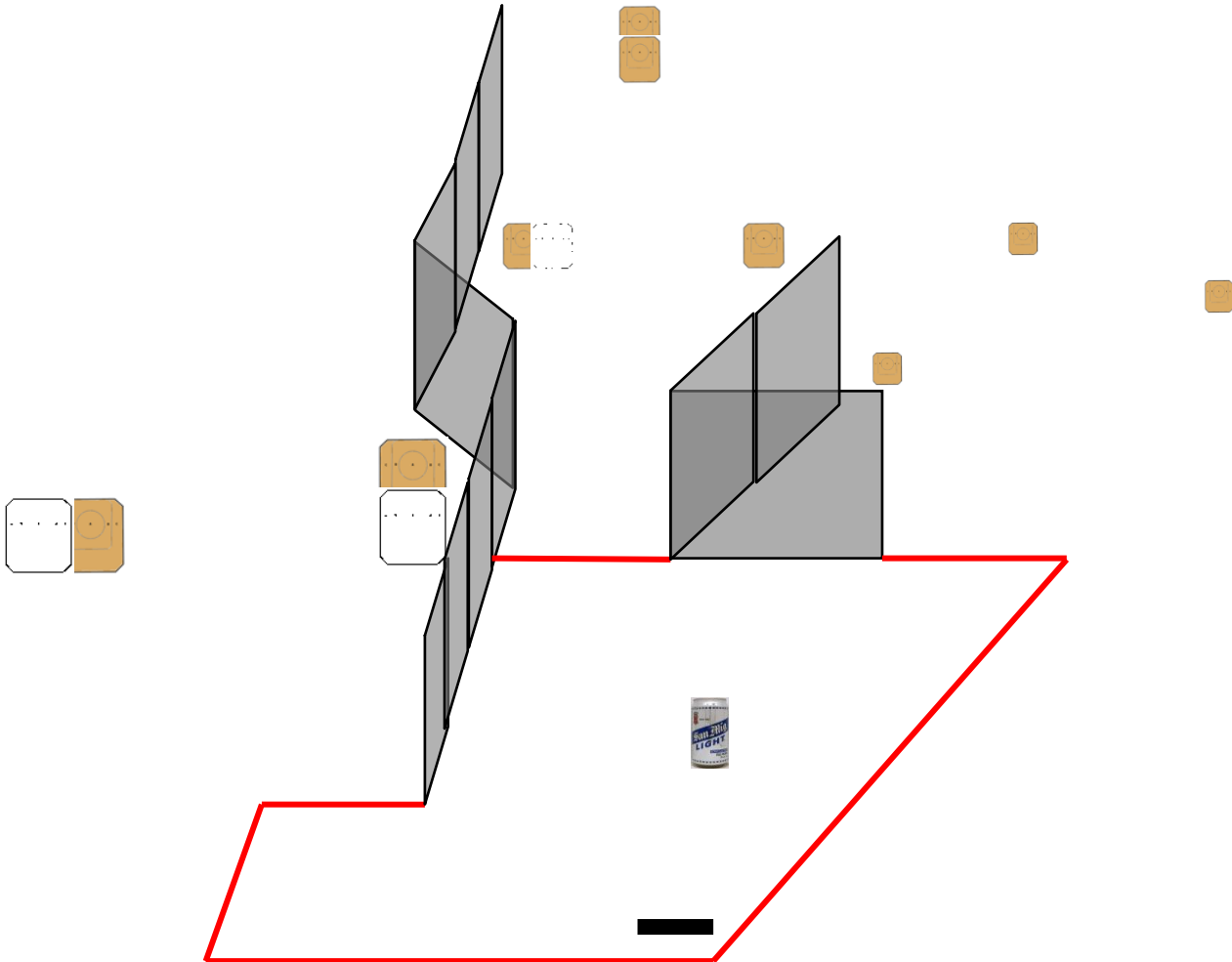
**Minimum number of rounds:** 24 rds

**Start position/Condition of Firearm Handgun:** Standing on mark, hands hanging naturally at sides. Handgun holstered Condition 1

**Start position/Condition of Firearm PRR/PCC:** Standing on mark, Low Ready muzzle pointing at beer can in Condition 1

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot all target within the demarcated shooting area.



**Stage Number: 4**

**Type:** Speed

**Scoring Method:** Points Factor

**Targets:** 6 Round Falling Plates, 3 Falling Targets (Poppers)

**Minimum number of rounds:** Handgun/PRR/PCC/= 9 rds

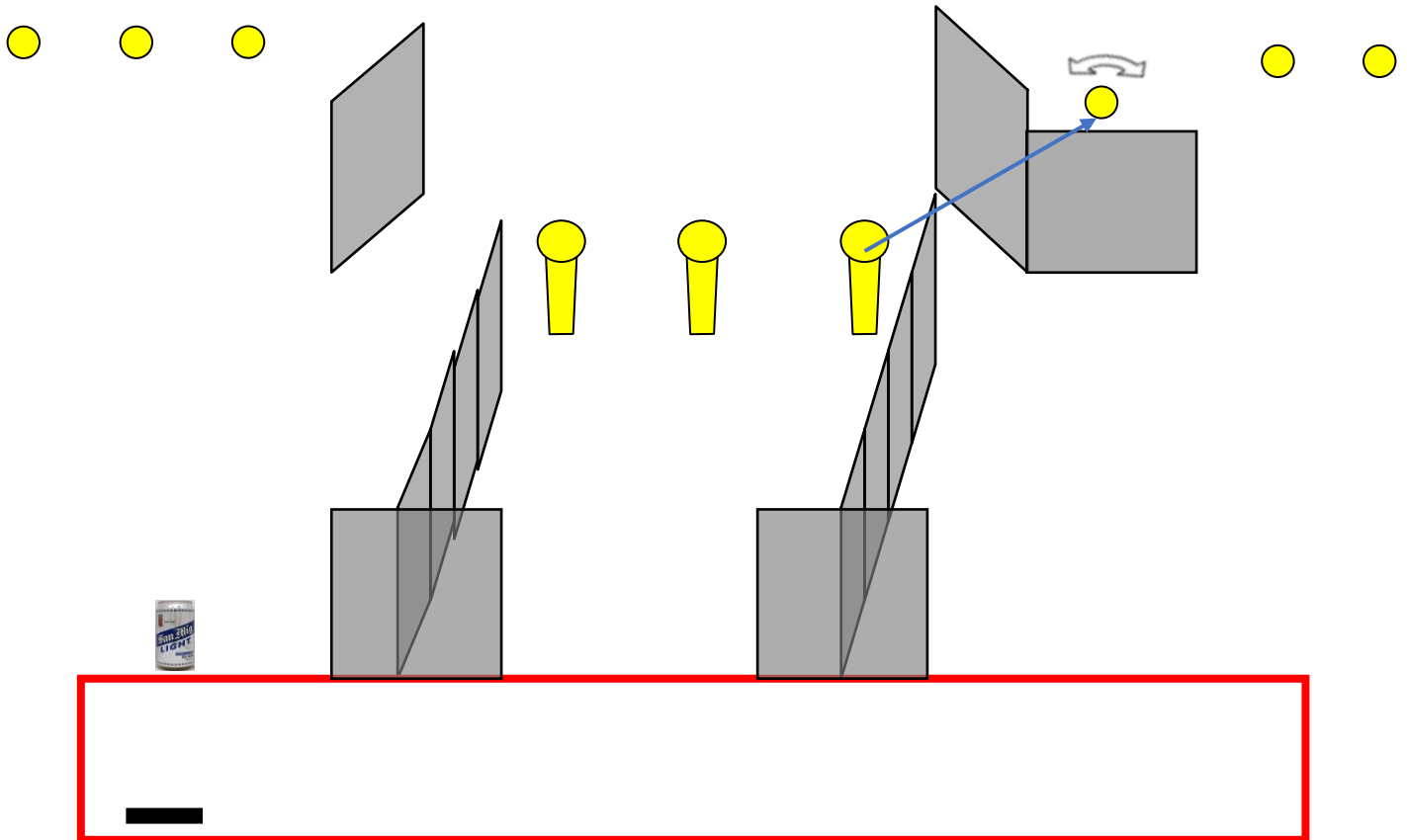
**Start position/Condition of Firearm Handgun:** Standing on mark, hands hanging naturally at sides. Handgun holstered Condition 1

**Start position/Condition of Firearm PRR/PCC:** Standing on mark Low Ready muzzle pointing at beer can in Condition 1

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot all target within the demarcated firing area.

**Note:** Falling Target (Popper) will activate swinging plate



**Stage Number: 5**

**Type:** Ultimate

**Scoring Method:** Points Factor

**Targets:** 11 Small PSMOC Paper Targets, 1 No Shoot

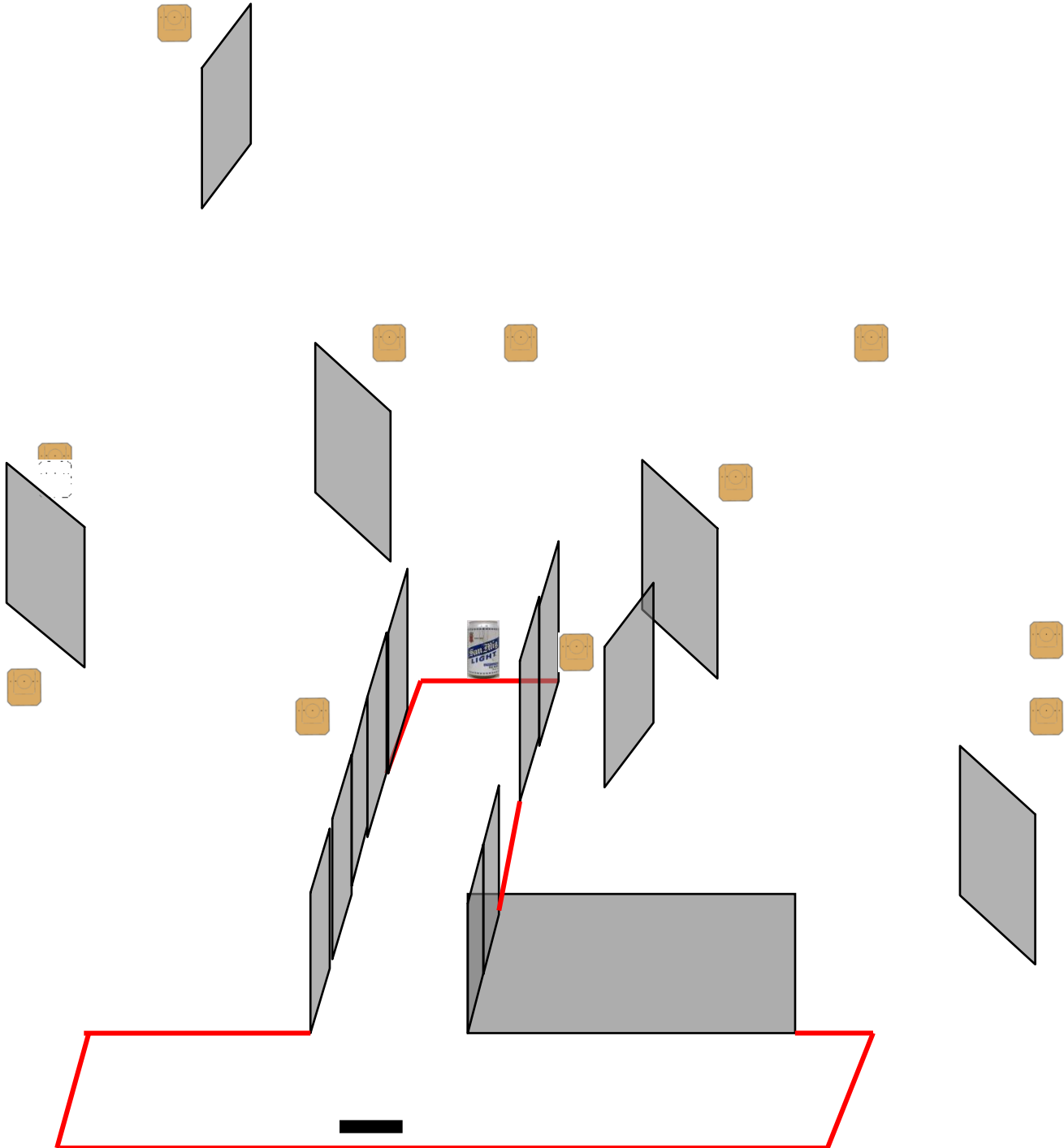
**Minimum number of rounds:** 22 rds

**Start position/Condition of Firearm Handgun:** Standing on mark, hands hanging naturally at sides. Handgun holstered Condition 1

**Start position/Condition of Firearm PRR/PCC:** Standing on mark. Low ready muzzle pointing at beer can. Condition 1

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot targets within the demarcated shooting area



**Stage Number: 6**

**Type:** Ultimate

**Scoring Method:** Points Factor

**Targets:** 16 Small PSMOC Targets, , 2 round Falling Plates, 4 No Shoots

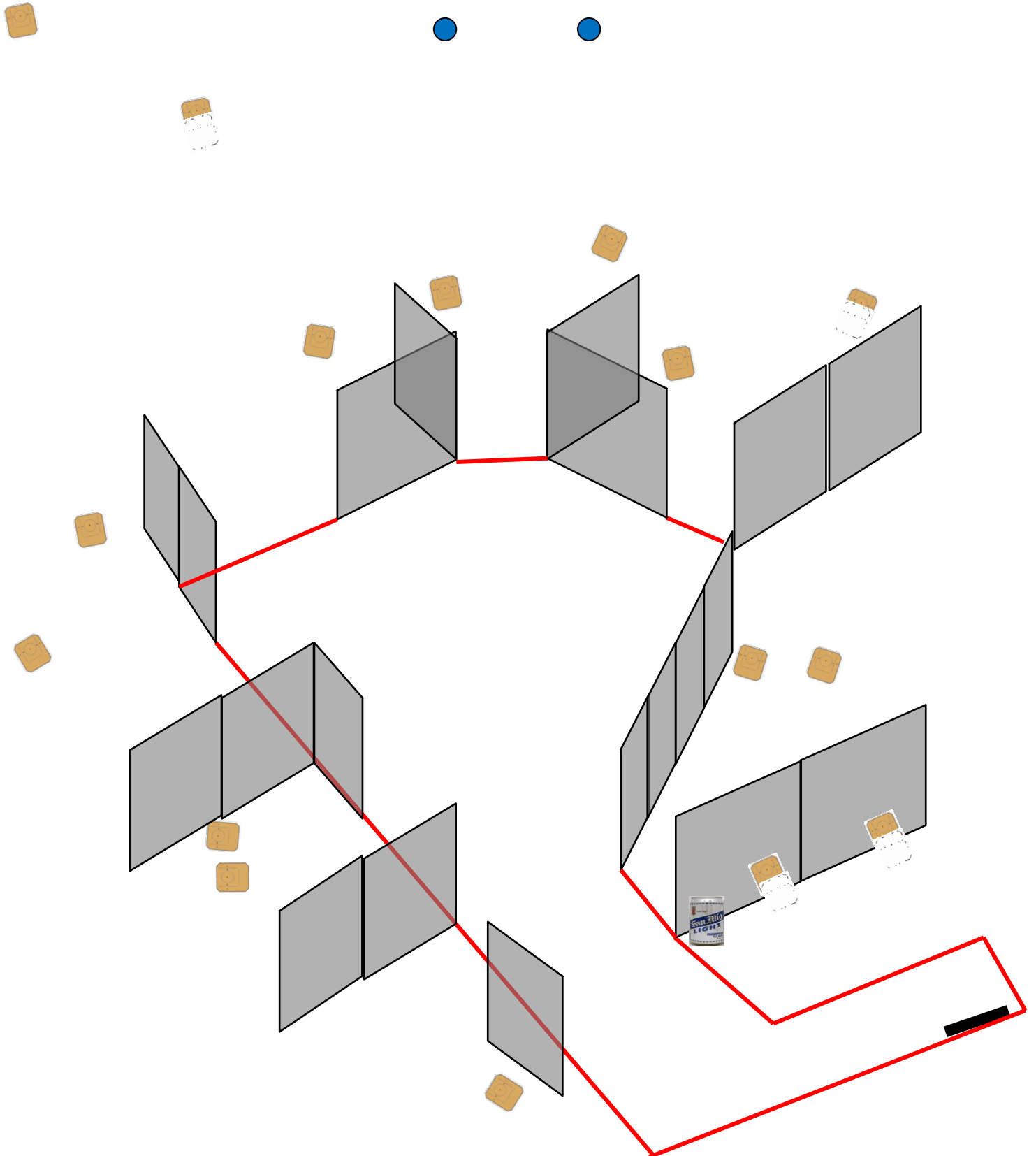
**Minimum number of rounds:** 34 rds

**Start position/Condition of Firearm Handgun:** Standing on mark, hands hanging naturally at sides. Handgun holstered Condition 1

**Start position/Condition of Firearm PRR/PCC:** Standing on mark. Low ready muzzle pointing at beer can. Condition 1

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot targets within the demarcated shooting area



**Stage Number: 7**

**Type:** Ultimate

**Scoring Method:** Points Factor

**Targets:** 9 Small PSMOC Paper Targets, , 2 Small Falling Targets, 1 round Falling Plate, 1 No Shoot

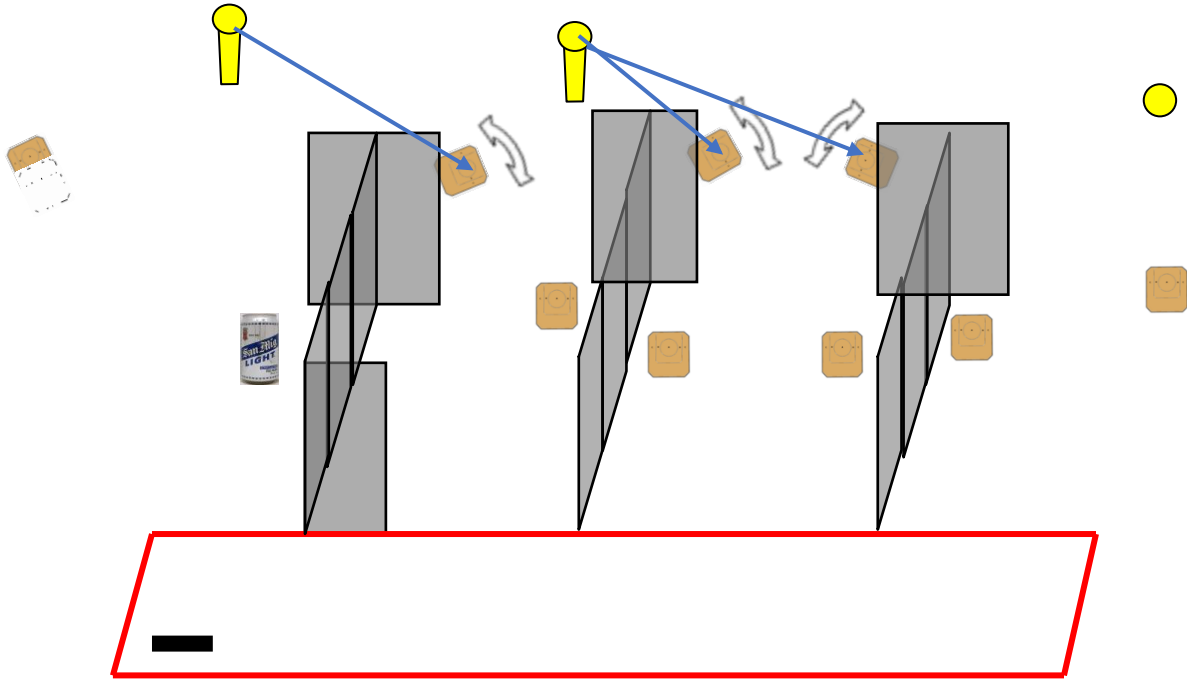
**Minimum number of rounds:** 21 rds

**Start position/Condition of Firearm Handgun:** Standing on mark, hands hanging naturally at sides. Handgun holstered Condition 2

**Start position/Condition of Firearm PRR/PCC:** Standing on mark. Low ready muzzle pointing at beer can. Condition 2

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot targets within the demarcated shooting area



**Stage Number: 8**

**Type:** Ultimate

**Scoring Method:** Points Factor

**Targets:** 18 PSMOC Targets, 1 round Falling Plate, 3 No Shoot

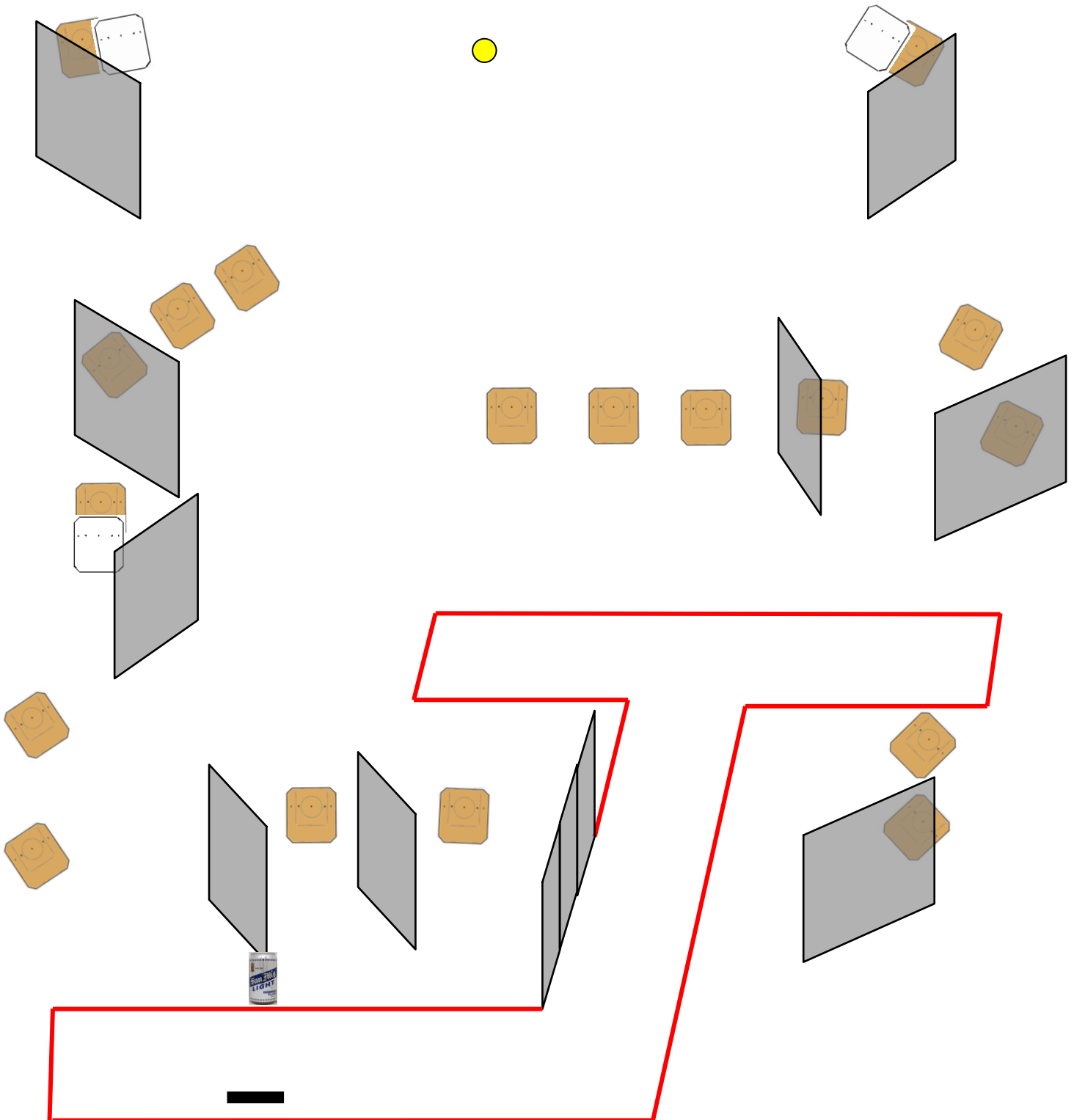
**Minimum number of rounds:** 37 rds

**Start position/Condition of Firearm Handgun:** Standing on mark, hands hanging naturally at sides. Handgun holstered Condition 1

**Start position/Condition of Firearm PRR/PCC:** Standing on mark. Low ready muzzle pointing at beer can. Condition 1

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot targets within the demarcated shooting area





**Stage Number: 9**

**Type:** Steel Match

**Scoring Method:** Points Factor

**Targets:** 3- 12" round plates, 2- 18"x24" rectangular plate, 1 -12" octagonal stop plate

**Minimum number of rounds:** 8 rds

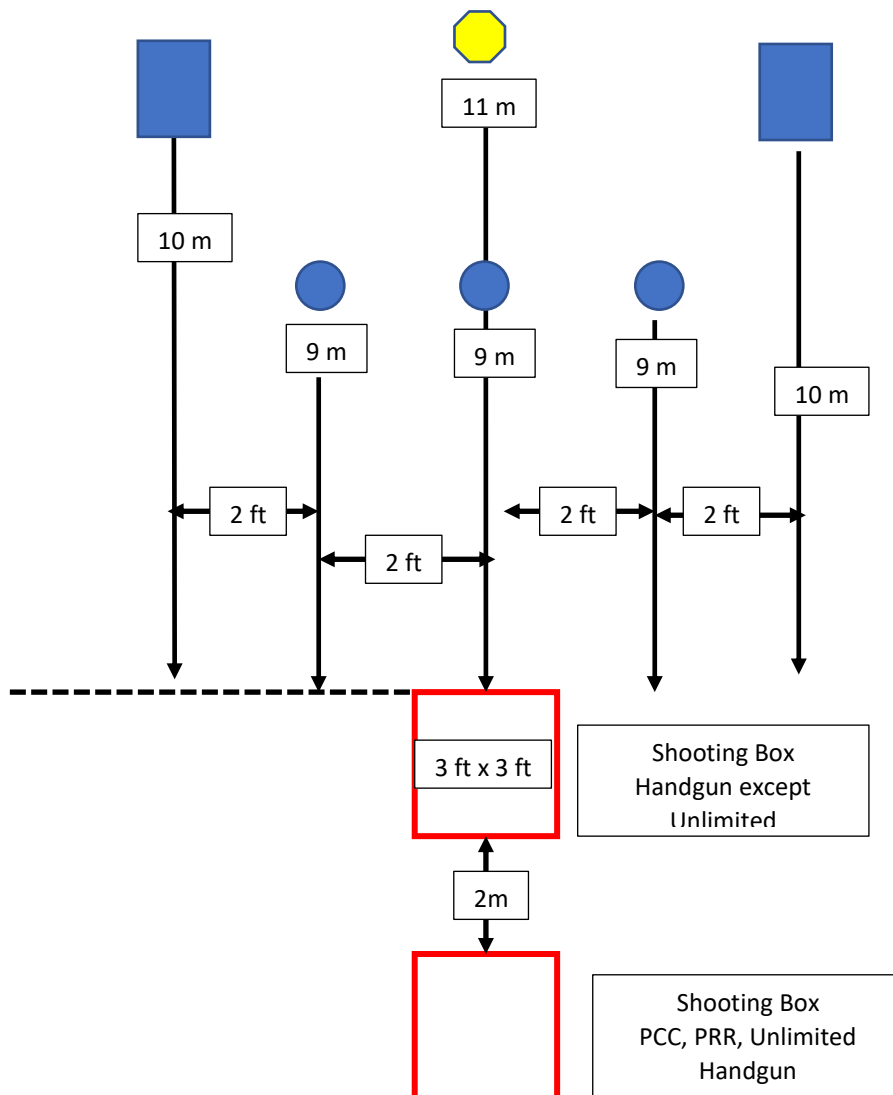
**Start position/Condition of Firearm Handgun:** Standing inside the designated shooting box, hands hanging naturally at sides. Handgun holstered Condition 1

**Start position/Condition of Firearm PRR/PCC:** Standing inside the designated shooting box at Low Ready muzzle pointed at the colored marker on the base of the post of the stop plate

**Time starts:** Audible **Time Stops:** On last shot fired

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot the round plates with at least one hit and at least two hits on the rectangular plate. The octagonal stop plate should be shot last. Once the stop plate is already hit, the shooter can no longer shoot missed targets. If he/she shoots the missed targets after hitting the stop plate, the targets will still be considered as missed and the time will stop on the last shot fired.

**Note:** For the BOGC 2025, this stage will have 2 strings, the best time/run will be the one recorded for score. The shooter has the option to only shoot the stage once is he/she is already satisfied with the first run/string.



**Stage Number: 10**

**Type:** Intermediate

**Scoring Method:** Points Factor

**Targets:** 5 PSMOC Targets, 1 Falling Target, 1 round Falling Plate, 1 No Shoot

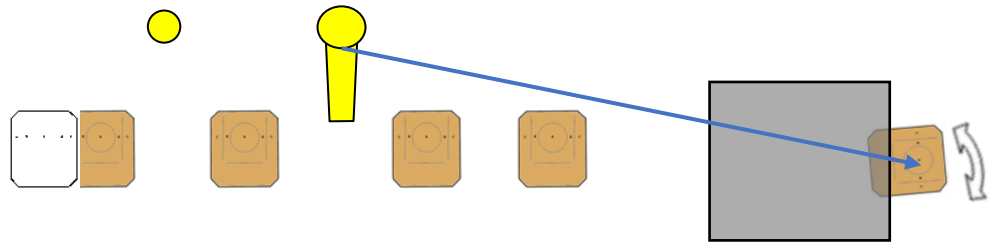
**Minimum number of rounds:** 12 rds

**Start position/Condition of Firearm Handgun:** Sitting on the ski lift chair, both feet on footrest, both hands holding front guard rail. Handgun holstered in Condition 3

**Start position/Condition of Firearm PCC/PRR:** Sitting on the ski lift chair, both feet on footrest, weakhand holding front guard rail, stronghand holding grip of PCC/PRR, the handguard of the firearm resting on front guard rail. Condition 2

**Procedure Handgun/PCC/PRR/Shotgun:** On audible signal, the shooter must stomp on the foot activator (mandatory) to activate the swinging ski lift chair before engaging the targets. Targets must be engaged while inside the swinging chair lift.

**Note:** Engaging the targets before pulling the rope to activate the swinging chair will mean one procedural penalty per shot. Falling Target (Popper) will activate the swinging target



**Stage Number: 11**

**Type:** Intermediate

**Scoring Method:** Points Factor

**Targets:** 6 Small PSMOC Paper Targets, , 3 Round Falling Targets, 1 No Shoot

**Minimum number of rounds:** 15 rds

**Start position/Condition of Firearm Handgun:** Standing in front of the table. Handgun on top of the table muzzle pointing downrange in Condition 3. All magazines on top of the table

**Start position/Condition of Firearm PRR/PCC:** Standing in front of the table. PCC/PRR on top of the table muzzle pointing downrange in Condition 3. All magazines on top of the table

**Time starts:** Audible

**Procedure Handgun/PRR/PCC Match:** On audible signal, shoot targets within the demarcated shooting area

