



COMPETITION RULES

**11th Anniversary Edition
February 2026**

HANDGUN

2-GUN

3-GUN

PISTOL CALIBER CARBINE

PRACTICAL RIMFIRE RIFLE

SEMI-AUTO SPORTING RIFLE

SHOTGUN

STEEL MATCH

MISSION

Our mission is to be the national governing body that will develop, promote, supervise, and manage the multi-shooting discipline PSMOC/ISMOC style of shooting sport in the Philippines among our affiliated shooting organizations, associations, and gun clubs.

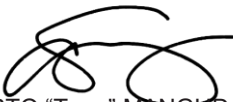
We will sanction, supervise, and coordinate all official PSMOC shooting competitions to ensure safety, quality, transparency, and fairness and in the process, develop and hone the shooting skills of Filipino shooters and officiating skills of our Match Officers at world-class level.

We will support the marksmanship training program of the government and law enforcement agencies and programs that will promote responsible gun ownership and safe gun handling for civilians.

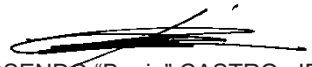
VISION

Our vision is to be the premier shooting confederation in the Philippines that will bring about a dynamic and world-class shooting community with multi-shooting disciplines to choose from to suit the interest of shooters and Match Officers and bring the benefits of cross-training to develop every aspect of shooting skills in terms of accuracy, speed, defensive, tactical, long-range, shooting on the move, physical fitness, mental toughness, muscle memory, and instinctive or subconscious shooting.

We envision a shooting community that is united by our love of the shooting sport with a golden bond of friendship, brotherhood, and camaraderie among shooters and Match Officers.



SUHARTO "Teng" MANGUDADATU, Ph.D.
President & Founder, PSMOC/ISMOC



ROSENDO "Bogie" CASTRO, JR.
Executive Secretary & Co-Founder



MESSAGE FROM THE PRESIDENT & FOUNDER

As we celebrate the 11th Anniversary of PSMOC, I would like to express my sincere gratitude to all active PSMOC Officers, Match Officers, and Members for your continued support for our organization.

PSMOC is now a well established, recognized, and mature organization. The emphasis now is on quality and not quantity of matches. We built an organization based on being shooter friendly but uncompromising on the strict implementation of the rules.

The new Rulebook fully explains the basic principles, philosophy, and rationale behind each rule including why we have adopted a minimum load (minor load) scoring for all divisions, eliminated redundant and obsolete divisions, and no specific maximum number of shots per shooting position. This will be thoroughly discussed during the refresher seminar.

Aside from Classifier Matches that will motivate shooters to upgrade their shooting skills, we will also have Qualifier Matches since we annually sponsor the best shooters to participate in the Singapore Shooting Championship.

Let's all enjoy the shooting sport the PSMOC way!

Suharto "Teng" Mangudadatu, Ph.D.
PSMOC President & Founder

EXECUTIVE COMMITTEE



HON. SUHARTO "TENGG" MANGUDADATU, PH.D.
CHAIRMAN & REGIONAL DIRECTOR
PRESIDENT AND FOUNDER



HON. RONALD "BATO" DELA ROSA
CO-CHAIRMAN



ANTONIO HERNANDEZ
EXECUTIVE VICE PRESIDENT



JUNE WILLIAM REYES, JR.
VICE PRESIDENT FOR
EXTERNAL AFFAIR



ROSENDO "BOGIE" CASTRO, JR.
EXECUTIVE SECRETARY
CO-FOUNDER



LOUIE ARAYON
TREASURER



HON. FRANCIS ERIC RECINTO
AUDITOR



NOLITO LADROMA
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JOSELITO NUEVO
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CENTRAL & EASTERN VISAYAS



JANNETTE GONZAGA
WESTERN VISAYAS



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MOO DEPUTY EXECUTIVE DIRECTORS



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MEDUARD SUITOS
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NICOLAS TORREVILLAS
VISAYAS



ARMY ANTONIO
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JOSEPH LIMPANGOG
SOUTHERN MINDANAO

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CHAPTER 1: Fundamentals of PSMOC Shooting Sport

1.1 Basic Principles

1.1.1 Introduction and Background

Welcome to the Dynamic and Adrenaline-Pumping World of PSMOC Shooting Sport.

Established in February 2015, the Philippine Shooters and Match Officers Confederation (PSMOC) was founded by recognized leaders of the sports shooting community, together with multi-awarded shooters and veteran Match Officers, Range Officers and Safety Officers in the Philippines.

Its primordial purpose is to offer an exciting shooting sport to all licensed firearm owners who are members of FEO-recognized gun clubs, as well as to law enforcement personnel, to hone their marksmanship skills while upholding the highest standards of safety, responsibility, and professionalism in firearms handling.

In its eleven (11) years of existence, PSMOC has evolved into an established nationally and internationally recognized organization dedicated to the advancement of competitive sport shooting. It plays a vital role in promoting responsible gun ownership, safe firearm handling, honing marksmanship skills, developing highly trained match officials, and fostering collaboration between licensed civilian firearm owners and law enforcement personnel within a structured and regulated shooting sport environment.

1.1.2 The PSMOC Shooting Sport was designed as a shooting sport emphasizing accuracy and speed. It is not based on combat, tactical, or defensive principles. For this reason, it does not give weight, give consideration, or reward the stopping power of the ammunition to be used. The minimum chrono factor scoring of 125 was established for all Divisions to make sure that the ammunition to be used can knock down

falling metal targets including metal targets that will activate moving targets.

1.1.2.1 The advantages of having a minimum chrono factor scoring of 125 for all divisions are:

1.1.2.1.1 Less wear and tear on the firearms

1.1.2.1.2 Less gun powder to be used

1.1.2.1.3 Promote fairness and lessen the possibility of misdeclaration of chrono factor

1.1.3 Since the PSMOC Shooting Sport is not based on combat, tactical, or defensive principles, there is no maximum number of rounds per shooting position or view. Course designers are free to design courses of fire that would be enjoyable and exciting to shoot within the maximum number of rounds based on the type of the course of fire and provided that they are in compliance with the rules particularly on safety and angles of fire to avoid shoot throughs and unsafe conditions. Hypothetical scenarios, where the defensive use of a firearm is simulated, may be created in a course design but tactical techniques and principles are not mandatory that would necessitate limiting the number of rounds per shooting position or view.

1.1.4 Only current members of PSMOC who are members of FEO recognized gun clubs and affiliated shooting associations can join Level 2 and higher sanctioned matches.

1.1.5 Only Match Officers certified by PSMOC MOO shall officiate in PSMOC sanctioned matches. OJTs may be authorized to officiate subject to the approval of the Match Administrator and Match Master in consultation with the Zone Director, PSMOC District Manager, and MOO District Manager.

1.1.6 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 making sure that the range and the course of

fire is safe to shoot, the next important task of a Match Officer is to assist the shooter to shoot the stage safely with the proper stage briefing and to exercise pro-active communication to prevent unsafe situations. 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 about to enter the trigger guard when reloading, correcting a gun malfunction, or moving more than one step and not engaging targets. All competitors/shooters participating in PSMOC/ISMOC Matches should be aware of this and cannot claim MO interference or reason for a reshoot.

1.1.7 The PSMOC Shooting Sport was envisioned to be shooter friendly without the feeling of intimidation from Match Officials. However, the rules shall be enforced and implemented at all times without compromise. Mutual respect between shooters and Match Officers shall always be observed in the spirit of sportsmanship and camaraderie.

1.1.8 Gun Safety Rules

1.1.8.1 Always assume that a gun is loaded.

1.1.8.2 Never point a gun at anyone or anything that you do not want to shoot.

1.1.8.3 Make sure of what you are aiming at and what is behind or around the target before pulling the trigger.

1.1.8.4 Keep your finger off the trigger until you are ready to shoot the target.

1.1.8.5 Persons who are under the influence of alcohol and prohibited drugs are not allowed to join sanctioned matches.

1.1.8.6 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. Violations

will be penalized with a disqualification from the match or expulsion from the range.

1.1.9 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.

1.1.10 Courses of fire or stages should be designed and setup in a very creative manner to make them exciting to shoot but at the same time challenging to develop the necessary skills of members to become globally competitive. To make the stage consistent and proper the following should be observed:

1.1.10.1 The position of the targets on the target sticks or stand should be clearly marked for consistent placement. Target sticks should be securely fixed on the range surface and the precise location of target stands should be marked.

1.1.10.2 Minimize the risk of splatter with proper distancing and positioning of paper and metal targets.

1.1.10.3 The foundation or surface on which Falling Targets are placed should be flat and stable for consistent function.

1.1.10.4 Appearing targets should be fully covered before activation. If not, they can be engaged before activation. If they can be engaged before activation, it should be stated in the written stage briefing.

1.1.10.5 The wood to be used as fault lines should be 1.5" high if the range surface has sand, gravel, and grass but if it is relatively flat and clear 1" high would be enough.

1.1.10.6 Fault lines extending rearward should be at least 1 meter long and are deemed to extend rearward to infinity. Rear fault lines are encouraged to control

the movement of the shooter and give space for the Match Officer to avoid bumping into each other. However, rear fault lines should be avoided if the shooter will shoot in prone position in that area or a bigger space should be provided for the feet of the shooter.

1.1.10.7 Barriers that will be used as simulated walls should have a height of 6.5 feet and are considered as impenetrable. See through material is encouraged to be used for the barriers like plastic fence net.

1.1.10.8 No changes or modifications in the arrangement, location, and position of the targets and props could be made that would result to unfair advantage to competitors once the match has started. If for safety reasons a change is necessary, shooters who have previously shot the stage in its unmodified state should be ordered to reshoot. If it is already impossible for all shooters to have a reshoot, the stage will be deleted from the match.

1.1.10.9 In case it is raining, the Match Master may order that the paper targets be covered with transparent plastic which will be immediately removed when the rain stops. In case the climatic and other conditions seriously affect the safety and conduct of the match, the Match Master in consultation with the Match Administrator may order the suspension of all shooting activities until he issues a resume shooting order.

1.1.10.10 Routine check and maintenance of the stages should be conducted by the respective Stage Match Officers in coordination with the Match Administrator, Match Master, Logistics Officer and set-up crew. The replacement of targets, target sticks and frames in their proper locations/positions, and ensuring all metal targets are in proper working order including moving targets are not considered as modifications.

1.1.11 Shooters will compete based on their accuracy and speed while using ammunition that meets the 125 chrono factor.

1.1.12 Match organizers should submit the course diagrams to the match sanctioning committee for approval. The Zone Director and/or PSMOC District Manager and MOO District Manager will analyze and inspect the courses of fire for approval before the actual match.

1.1.13 The minimum distance from the front fault line of metal targets shall be nine (9) meters and one (1) meter for paper targets. The Match Administrator and Match Master should ensure that all metal targets have flat smooth surfaces and should not have craters, holes, and uneven surface to avoid ricochets or splash back.

1.1.14 Firearms shall always be in condition 3 (Hammer down and completely unloaded---no magazine inserted and chamber empty) 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 them in the parking lot.

Firearms shall only be handled in the designated safety areas and during the course of fire as commanded by an officiating Match Officer.

It is prohibited to handle live ammunition and magazines with live ammunition in the safety areas. Violations will be penalized with disqualification from the match.

Under PSMOC rules, a dummy round which is inert with no gun powder and primer and cannot be fired or detonate is not considered live ammunition and therefore not covered by the disqualification rule.

The host organization or Gun Club should provide an adequate number of Safety Areas.

One safety area should be designated as Unloading/Gun Clearing and Loading area for shooters who arrived at the range with a loaded firearm with a drum/container filled with sand propped at an angle that can safely contain/trap the bullet in case of an accidental discharge. It should be positioned near the range entrance. In case, there is no Unloading/Loading area, the competitor may approach a Match Official/Match Officer for the proper and safe unloading of his firearm preferably in the fumble area/bay.

1.1.15 Shooters are allowed to do the following activities in the Safety Area:

1.1.15.1 Case, uncase, and holster unloaded firearms

1.1.15.2 Practice mounting, drawing, dry firing, picking up the pistol or rifle from a table, reholstering, and racking the slide of pistols and charging handles of PCCs, rifles, and shotguns.

1.1.15.3 Practice the insertion and removal of empty magazines

1.1.15.4 Perform disassembly, cleaning, repair, and maintenance of firearms, parts, and accessories.

1.1.16 Competitors will be given a stage briefing and a walk through to familiarize them with the course of fire before shooting the stage. Surprise stages are not allowed for safety reasons and for fairness.

1.1.16.1 Competitors may view the courses of fire before the match and during breaks with the permission of the assigned Match Officers provided they will not touch the props or set up and activate moving targets.

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

1.1.17.1 If the competitor does not have eye and ear protection at the start of the course of fire, the Match Officer should instruct the competitor to wear eye and ear protection because giving the command Make Ready.

1.1.17.2 If the Match Officer notices that the eye or ear protection of the competitor was displaced and does not provide adequate protection, he will order the competitor to stop and will be required to reshoot the stage.

1.1.17.3 If the competitor intentionally removes his eye or ear protection during a course of fire to get a reshoot, he will be penalized with a disqualification for unsportsmanlike conduct.

1.1.18 All berms and backstops are off-limits to all persons except when the Match Master has given permission to access them.

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 and declared 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 respective Divisions.

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.

1.2.4 Applicability of Rules. PSMOC sanctioned matches shall be governed by the rules contained in this Rulebook. Host organizations may not enforce local rules except to comply with local legislation or PNP policies with prior approval from the PSMOC President.

CHAPTER 2: Types of Courses of Fire

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. This type of course was envisioned to train PSMOC members to shoot steel/wooden/plastic targets with speed and confidence. Paper or cardboard targets shall not be used in this type of course.

2.2 Intermediate Course – shall consist of paper/cardboard, 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 Administrators 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 all PSMOC sanctioned matches.

2.5 Stage Information - A written stage briefing approved by the Match Master shall be read verbatim and consistently to all squads and competitors at each course of fire or stage. This written stage 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 of Course (Speed, Intermediate, Ultimate)
- Scoring Method: (Time or Points Factor)
- Targets (type & number) indicating activators and corresponding moving targets
- Minimum number of rounds
- Start position
- The condition of the Firearm
- Time starts: (Audible or Visual Signal)
- Procedure

2.6 Rearrangement of Range Equipment and Surface

2.6.1 The competitor must not interfere or modify the props, targets, natural foliage, and ground surface. Violations may incur a procedural penalty per occurrence at the discretion of the Match Officer.

2.6.1.1 Exemption: The competitor may move rocks, gravel, sand, and other loose materials in the starting position to have a flat and safe surface to have stable footing.

2.7 Range Equipment Failure and other Issues

2.7.1 The Range Equipment including targets must present the challenge to all competitors fairly and equally. If targets are displaced, premature activation of moving targets, failure to reset moving targets and steel targets, failure of props like

doors, windows, and ports are considered as range equipment failure and are grounds for re-shoot.

2.7.2 Chronic malfunction of moving targets, metal targets, and other props in a course of fire may result in the deletion of the stage from the 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 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 per discipline that he registered in.

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 only 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 which will include the schedule of awards and commitment to provide proper meals and drinking water, and if necessary, convenient accommodation to the Match Officers/Officials.

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 and compliant to the principles and safety rules of PSMOC.

3.6.4 For Level 2 and higher matches, 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 Gun Club President.

3.6.5 Other requirements may be added based on the policies and instructions of the FEO of the PNP.

CHAPTER 4: Types of Targets and Scoring Methods

4.1 Paper/carboard targets as shown in Exhibit 1 will have 3 scoring zones (A, B, C). New target formats or design 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 (Total Points less Penalties divided by Time with unlimited number of shots to be fired)

A (Alpha) = 5 points
B (Bravo) = 4 points
C (Charlie) = 2 points
Miss (Mike)/Penalty = -10 points

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

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

4.2 Metal and Wooden targets as shown in Exhibit 2 must fall to score (refer to Rule 7.8 for exemption) as follows:

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

If metal target is hit/falls = 5 points Miss = -10 points

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

If metal target is hit/falls = No penalty

If metal target is not hit or does not fall = +3.00 seconds

4.3 In the Time Scoring Method, 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.

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

4.3.2 Intermediate Course: Number of rounds x 3 seconds will be added to the total Match Time of the competitor.

4.3.3 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: Firearm Divisions and Ammunition Chrono Factor

5.1 Competitors will compete in their respective Firearm Divisions as follows:

5.1.1 **Unlimited Division** - Firearms can have electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel and slide ports, no box limit on handgun size. Maximum length of magazines is 170mm. Minimum caliber is 9mm. Minimum Chrono Factor scoring of 125.

5.1.2 **Stock Hi-Cap Division** – Single Action, Semi-auto pistol 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 Chrono Factor scoring of 125.

5.1.3 **Single Stack Division** - Semi-auto 1911 genre pistol with iron sights and single stack magazines. Allowed calibers are 9mm Luger, .38 super, 10mm, .40 S&W, and .45 ACP. Bull barrels are allowed. The pistol with an empty magazine should fit inside a box with internal dimensions: 225mm x 150mm x 45mm with the hammer cocked and safety engaged. Magazine wells shall have a maximum outside width of 35mm. The dust cover shall have a maximum length of 75mm from the front edge to the back of the slide stop pin. Not permitted are: Optical/electronic sights/ scopes, laser aiming devices, installed flashlights, compensators, and barrel ports. 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. Minimum Chrono Factor scoring for all calibers with a minimum Chrono Factor of 125.

5.1.4 **Double Action/ Striker Fired (DA/SF) Division** - Double Action or Striker Fired semi-auto pistol. Only handguns approved in Double Action/Striker Fired Division can be used. Modifications allowed are minor detailing, polishing of internal parts, installation of aftermarket rear and front sights with fiber optic, grips with the same

dimensions as the original OFM grips, aftermarket barrel with the same dimension as the OFM barrel, aftermarket springs and trigger assemblies.

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 for DA pistols. Not permitted modifications are: Optical/ electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel ports, slide porting, and flared/enlarged/add-on magwells except for the OFM bevel/chamfer on the edges of the bottom of the lower receiver. Pistols with slide ports from the factory (OFM) are allowed.

5.1.5 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, flashlights, compensators, and barrel ports.

The slide may be modified specifically for the purpose of installing optical sights or cocking serrations. Textured finishes, grip tape, milling or stippling on the slide to provide

texture is also allowed. Cuts designed to specifically or significantly lighten the slide, such as holes, are allowed.

Maximum magazine length is 141.25mm. No maximum ammunition capacity.

No Maximum weight. Internal modifications are allowed which do not conflict with other clauses.

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.

Sights, firing pins, firing pin retainers, pins, extractors, magazine releases, slide stops, thumb safeties, triggers, hammers, bushings, and ejectors MAY be replaced with OFM or aftermarket parts. 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.

5.1.6 **Classic .45 Division** - Semi-auto .45 caliber pistol with the configuration of the classic 1911 pistol with iron sights, bushing type barrel and slide with stirrup cut.

Not permitted are long or extended dust covers, bull barrels, ramped barrels, optical/ electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports.

Magazine wells shall have a maximum outside width of 35mm.

The dust cover shall have a maximum length of 75mm from the front edge to the back of the slide stop pin.

Maximum of 8 rounds will be loaded in all magazines at the Start signal.

Allowed modifications and parts: flat top slide, front sight with fiber optic, adjustable iron rear sight, ambidextrous safety levers, serrations at the front of the slide, recoil spring guide rod, aftermarket grips with the same dimensions as the original grips, beavertail grip safety, aftermarket hammer, aftermarket trigger.

Competitors who will violate the maximum loaded round rule in magazines will be moved to Unlimited Division.

Minimum Chrono Factor scoring of 125.

5.1.7 **Stock Hi-Cap Optic Division** – Semi-auto single action 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 scoring of 125. No minimum trigger pull/weight. Maximum length of magazines is 141.25mm. No maximum load limit on magazines. Permitted are: Slide ports for weight reduction, laser aiming devices, flashlights, and milling of slides to

install the optical/electronic sight. Not permitted are: compensators, and barrel ports.

5.1.8 Firearms must be functional and safe. Match Officers may demand to inspect the firearm and equipment of the competitor during the roll call before the stage briefing to make sure the type of firearm matches the declared division and compliant with the rules.

5.1.9 Competitors must use the same firearm and sights for all stages in the match. However, if the firearm or sights of the competitor is no longer functional, he may use a substitute firearm or sights that complies with the requirements of the division he registered in with the approval of the Match Master.

5.1.10 If the competitor substitutes his gun or makes significant modifications to it during the match to gain significant advantage like changing of sights from iron sights to optic sight, changing of barrels without the prior approval of the Match Master, he will be disqualified from the match.

5.1.11 In single firearm disciplines, a competitor must not carry more than one firearm in a course of fire.

5.1.12 Handguns with shoulder stocks, binary triggers, and with burst and full automatic capability are not allowed.

5.1.13 The belt wherein the holster and magazine pouches are attached must be worn at waist level with the belt or inner belt secured by the belt loops of the pants unless specified otherwise in the written stage briefing. Lady competitors may wear the belt with the holster and mag pouches at hip level with the belt or inner belt secured by belt loops.

5.1.14 Prohibited holsters are the following:

5.1.14.1 Shoulder holsters

5.1.14.2 Holsters wherein the muzzle of the gun is pointing more than 1 meter from the feet of the competitor

5.1.14.3 Holsters that does not fully cover the trigger to prevent the activation of the trigger.

5.1.15 Magazines should be carried on magazine pouches built for that purpose and attached to the belt. Extra magazines may also be carried in apparel pockets if the magazine pouches on the belt are insufficient.

5.1.16 Magazines and ammunition dropped or intentionally discarded may be retrieved but in a safe manner that will not violate the 180 degree and other safety rules.

5.1.17 Any ammunition that is deemed to be unsafe by the Match Officer will not be allowed to be used for the remainder of the match.

5.1.18 For handgun, PCC, PRR, SSR, it is prohibited to use ammunition that has more than one bullet or projectile.

5.1.19 Malfunctions

5.1.19.1 If a competitor experiences a gun or equipment malfunction or suspects that his firearm or equipment is not operational between the command Make Ready and the Start Signal, he is entitled to request the Match Officer not to shoot the stage and check or repair his firearm and equipment first.

5.1.19.2 If the competitor's firearm malfunctions after the Start Signal, he may attempt to correct the problem while maintaining safe muzzle direction with his finger outside the trigger guard then continue with the course of fire. However, in case of a squib load wherein a bullet or projectile is stuck inside the barrel, the competitor will not be allowed to clear it during a course of fire for safety reasons.

5.1.19.3 The maximum amount of time to clear a gun malfunction is two minutes. The competitor will point the muzzle of the firearm in a safe direction with his finger outside the trigger guard then inform the match officer who will terminate the course of fire. The Match Officer will assist the competitor to clear the firearm and put it in a safe condition. The competitor should never be permitted to leave the stage with a loaded firearm.

5.1.19.4 If the firearm or equipment malfunctions after the Start Signal in a course of fire, the competitor is not entitled to a reshoot.

CHAPTER 6: Categories

6.1 Qualified competitors may compete in different categories as follows:

6.1.1 Super Junior – Competitors who are below 16 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/ISMOC.

6.1.2 Junior Category - Competitors who are below 21 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/ISMOC.

6.1.3 Lady Category – Female competitors.

6.1.4 Lady Senior Category – Female competitors who are 50 years of age on the 1st day of the match.

6.1.5 Senior Category - Competitors who are 50 years of age on the 1st day of the match.

6.1.6 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.

6.1.7 Vintage Senior Category - Competitors who are 70 years of age on the 1st day of the match. Will get 50% discount on the registration fee on Level 2 and higher matches sanctioned by PSMOC.

6.1.8 Lawman Category –

6.1.8.1 Competitors who are active organic personnel of military and law enforcement agencies will get 50% discount on registration fee on level 2 and higher matches sanctioned by PSMOC and are eligible to the Lawman Category award.

6.1.8.2 Retired PNP and Military personnel will get 50% discount on registration fee sanctioned by PSMOC on level 2 and 3 and higher matches but are not eligible for Lawman category awards.

6.1.8.3 NALECC (National Law Enforcement Coordinating Committee)

Only **active and regular personnel of NALECC member agencies** listed below are eligible to be in the NALECC category in PSMOC matches who are in the law enforcement departments or sections and carrying firearms as part of their jobs.

Administrative personnel like office staff, accountants, engineers, clerks, who are not carrying firearms as part of their jobs are not eligible in the NALECC category.

Confidential Agents are not eligible to the NALECC category.

Security personnel of NALECC-member agencies should be regular/organic personnel directly employed by the agency and not employees of contractors or Private Security Agencies.

Retired personnel are not eligible to the NALECC category.

If there is a separate award for PNP/AFP competitors, PNP/AFP competitors will no longer be included in the NALECC category. Match organizers may also combine the PNP/AFP and NALECC award into one Lawman Category award.

- Philippine National Police
- Bureau of Immigration - Regular Agents who have law enforcement powers and carrying firearms as part of their job. Confidential Agents are not eligible
- Banko Sentral ng Pilipinas - Regular Security Personnel of BSP only and not contractual or employed by Private Security Agency
- Bureau of Customs - Customs Police or Intelligence personnel and other Customs personnel who carry firearms as part of their job. Admin staff like clerks, accountants are not eligible
- Civil Aviation Authority of the Philippines (CAAP) Airport Police, Mactan - Cebu International Airport (MCIAA)- Airport Police, Manila International Airport Authority (MIAA)- Airport Police.
- National Bureau of Investigation (NBI) - Regular Agents only. Confidential Agents are not eligible.
- Philippine Coast Guard (PCG) - Regular personnel who are carrying firearms as part of their jobs. Administrative and support personnel are not eligible e.g. office staff, accountant, clerk
- Philippine Drug Enforcement Agency (PDEA)-Regular Agents only Confidential Agents not eligible.
- Philippine Economic Zone Authority (PEZA)- Organic/Regular Security Personnel only and not employees of contractors or Private Security Agencies
- Other NALECC Agency personnel who are in the law enforcement/intelligence department or section whose jobs entail carrying firearms.

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 who will shoot at targets while any part of his/her body is touching the ground or while stepping on an object beyond a Fault Line or Shooting Box, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Fault Line or Shooting Box, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage while faulting, the competitor shall be given one procedural penalty for each shot fired. There will be no penalty if a competitor does not fire any shots while faulting provided that the action is not declared as unsafe and prohibited by the Match Master. Shots fired after completely leaving a shooting area will be penalized one penalty per shot until the competitor establishes a position/presence within the shooting area with at least one foot on the ground.

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/she 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. If the Match Officer can stop the movement before the beep, he can do a reset then warn the shooter that the next time he/she moves before the start signal, he/she will already get a procedural penalty.

7.4.5 PSMOC Paper Targets by default must be shot with two rounds each. If the competitor did not engage a target with at least one round, he/she will incur one procedural penalty. If a competitor fails to hit a falling target that activates a moving or appearing and disappearing target, he/she will incur one procedural penalty for failure to shoot the moving paper target and two misses on said moving paper target and a miss on the activator target. 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 Scoring metal targets must be shot with a minimum of one round each and must fall to score (Note: Refer to Rule 7.8 for exemption). Failure to engage a metal target with at least one shot will incur one (1) procedural penalty and a miss.

7.4.7 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.

7.4.8 If a competitor fires shot over a barricade or simulated wall, he will incur one procedural penalty per shot because barricades are presumed to extend upwards to infinity and downwards unless it is clearly stated in the written stage briefing that the shooter can engage targets under the barricade or vision barrier.

7.4.9 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.

7.4.10 For safety reasons, cutting corners or shortcuts will no longer be allowed because they could cause unsafe situations where the shooter and Match Officer will cross paths. In case, the shooter inadvertently cuts a corner and still did not fire shots, he can still go back and move in the correct path within the shooting area.

7.4.11 Distance when verifying hits/penalties on targets
- Competitors or their designated representatives must not approach any target closer than 1 meter and 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 or

7.4.11.3 Impose a procedural penalty at the discretion of the Match Officer.

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 by the Match Officer to prevent unsafe situations. If the suspected squib load (bullet head or slug) is present in the barrel, the competitor will be scored as shot including misses and penalties for failure to shoot targets.

However, 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 or self-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.

However, 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 and 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 and the Match Officer will do his best to identify the bullet holes or hits with the same caliber as the firearm of the shooter. 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 (Poppers) must fall to score. Big and Small Falling targets (Poppers) which does not fall when hit will be subject to challenge. During challenge, the Calibration Officer will shoot the Big or Small Falling Target (Popper) from

as near the location where the competitor shot the target. If the Big or Small Falling target (Popper) 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. Before calling the calibration officer, the Match Officer should visually inspect the Falling Target (Popper) without touching it for signs that the locking mechanism failed or if the Falling Target is leaning on a wall/props or if the movement was impeded by props, rocks, debris, or other objects.

7.8 Falling plates are exempted from calibration. Falling plates 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 a target that activates a moving target or act as activator in which case, it has to fall to activate the moving target so the shooter will have to reshoot the stage.

7.9 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 to clear the gun and put it in a safe condition. Never let the competitor leave the stage with a loaded firearm.

7.10 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 as follows:

7.10.1 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.

7.10.2 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.

7.10.3 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.

7.10.4 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. If there is a partial hit on the edge of soft cover and props and the bullet continues and hits a target or penalty, it will count for score or penalty.

7.10.5 Target sticks or Target Frames- If the bullet hits wholly in the on the target stick or frame and penetrated and passed through them will count for score or penalty. However, if it is a partial hit on the edge and the bullet continues to hit a target or penalty target, it will count for score or penalty.

7.11 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.

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

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

7.14 Enlarged holes on paper targets which exceed the declared bullet diameter will not count for score or penalty unless there is a visible evidence like grease mark, crown, or

burn mark that indicates that it was really a hit e.g. if the bullet key holed or tumbled and hit the target sideways without hitting a prop, target stand, or a metal target, it will count for score or penalty.

7.15 Hits that penetrated from the back of scoring paper targets and no-shoots will not count for score or penalty.

7.16 The minimum score for a stage or course of fire is zero in the Points Factor Scoring Method. Refer to Rule 4.3 for the default time using the Time Scoring Method.

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

7.17.1 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.

7.17.2 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.

7.17.3 A competitor will be disqualified if he commits unsportsmanlike or unacceptable conduct e.g. cheating or dishonesty like altering targets, false claim on scores and time, acts to gain unfair advantage that are not compliant with the rules, declaring the wrong division or category in the registration form to gain unfair advantage, unruly and disruptive behavior on the range, and if he is under the influence of alcohol or prohibited drugs during the match.

7.17.4 A competitor will be disqualified if while shooting a course of fire he puts down his firearm on a table or ground in an unsafe condition (safety not engaged and muzzle

pointing uprange) and more than one meter from the competitor or dropped and 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. A competitor who is holding his firearm in a shooting position while shooting targets in the prone position can have his gun rested on top of a fault line or on the ground provided it does not go beyond the fault line. If a competitor slips and falls to the ground and the firearm hits the ground but he maintained control and grip on the firearm, he will not be disqualified provided there is no accidental discharge and the muzzle did not point uprange or break the 180-degree rule.

7.17.5 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.

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

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

7.17.8 Handling live ammunition while inside a safety area. Under PSMOC rules, a dummy round which is inert with no gun powder and primer and cannot be fired or detonate is not considered live ammunition and therefore not covered by the disqualification rule.

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 within 3 days after the match:

1. Match Master Report.
2. Match Remittance Form Report

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 and regular synchronization. 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 and regular synchronization. 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 using the respective firearm of 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 meet the minimum Chrono Factor of 125, 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 125, 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.

The Chrono Officer 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. Hits should be within the calibration zone on the face of the Big and Small Falling target (Popper) 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 officer’s night, and awarding ceremony. He/she will be appointed by the MM and approved by the MA.

CHAPTER 9: Range Commands for Handgun and Stage Procedure

9.1 When the Match Officer calls the competitor on the line or start position, he/she will visually assess the firearm that will be used to make sure that it is the correct firearm in the declared division. If there is a discrepancy and a detailed inspection is necessary to determine if the firearm is in compliance with the declared division, the Area Chief Match Officer or Match Master will be called to conduct a thorough gun and equipment check. The next competitor will be called to the line/starting position. If the firearm is not in compliance with the declared division, the competitor will be moved to Unlimited Division. However, if it has been established that the competitor has an intent to cheat e.g. using a Carry Optics pistol when DA/SF was declared in the registration form, he will be disqualified from the match for unsportsmanlike conduct. The excuse that his caddy was the one who filled up the registration form and put the wrong division is not valid because the shooter should verify the entries on the form before signing it.

9.1 “Make Ready” - This command will announce the start of the course of fire. At this point, the competitor is responsible for ensuring that he is wearing eye and ear protection. The competitor may now handle his/her gun and in a safe manner put it in a condition as specified in the stage briefing. He may take a sight picture on a single target with an empty or loaded firearm. An accidental discharge at this point is subject to disqualification. He/she may re-check his/her optical sight regardless of whether the gun is empty or loaded making sure the gun is pointing downrange.

The competitor should assume the proper start position to indicate to the Match Officer that he/she 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 within 3 seconds.

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/her 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” If the competitor has stopped shooting at the targets, the Match Officer will give this command. The competitor should first remove the magazine then 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 is responsible for ensuring that the firearm is clear even though the Match Officer did his/her 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. The competitor may still reload his gun and engage any remaining targets in a safe manner if his/her shooting hand did not separate from the grip of the pistol. When the competitor stops shooting, the MO will give the command “If You Are Finished, Unload and Show Clear” then follow the procedure in Rule 9.6 then give the command “If Clear, Hammer Down, Holster” then follow the procedure in Rule 9.7. The competitor may only do this once. The second occurrence will be penalized with disqualification.

9.8 “Range Is Clear” - Once the hand of the competitor is clear of the holstered firearm, the command “Range is Clear” is given by the MO. This signifies the end of the course of fire. The shooter may no longer load and shoot any targets once The Range is Clear command is given by the MO. Violations will be penalized with a disqualification. The front Match Officer will now announce the Time and show it to the competitor of verification and the scorer will record it on the score sheet or tablet or iPad. The competitor, Match Officers/scorer, and range assistants may now move towards the targets to verify the hits and reset the stage. In PSMOC sanctioned matches, the scorer/Match Officer may not commence scoring and verifying the targets while the competitor is still shooting the stage. The MO/scorer may only do so safety after the Range is Clear command is given by the front MO.

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.

10.2 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.

CHAPTER 11: Movement and Safe Gun Direction

11.1 The trigger finger should be visibly outside of the trigger guard when moving more than three steps 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 or when drawing the firearm from the holster during a course of fire.

11.4 In case of inadvertent or accidental contact with the Match Officer or other outside influence affected the performance of the shooter during the course of fire e.g. earthquake, falling branches or trees due to strong wind, the competitor will be offered a reshoot.

CHAPTER 12: Eligibility and Recognition of Division, Category, and Class Awards

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

12.2 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.

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

12.4 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.

12.5 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 Rimfire Rifle Match, and 2-Gun Match and will be eligible to win awards and prizes in each of these matches or disciplines.

CHAPTER 13: Arbitration and Interpretation of Rules

13.1 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.

13.2 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.

13.3 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.

13.4 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.

13.5 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.

CHAPTER 14: SPECIFIC RULES FOR 2-GUN MATCHES

14.1 Types of Matches:

14.1.1 Handgun + Practical Rimfire Rifle .22LR

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

14.1.3 Handgun + Shotgun

14.1.4 Handgun + Pistol Caliber Carbine

14.2 Divisions:

14.2.1 Unlimited Division:

14.2.1.1 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.

14.2.1.2 Unlimited Division Semi-Auto 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. 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.

14.2.1.3 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.

14.2.1.4 Unlimited Division Semi-Auto Shotgun – Minimum 12 gauge. No restriction on accessories and capacity. Shotgun speed loaders must have primer relief cuts to avoid unintended primer detonation. Shotgun with external/removable magazines are allowed.

14.2.1.5 Unlimited Division Semi-Auto 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. Binary triggers and bump fire stocks or any similar mechanisms that will enable the PCC to function in burst or full-auto mode are specifically not allowed. No magazine capacity restrictions. Approved caliber is 9mm

14.2.2 Limited Division:

14.2.2.1 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.

14.2.2.2 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).

14.2.2.3 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.

14.2.2.4 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.

14.2.2.5 Limited Division Semi-Auto 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. Binary triggers and bump fire stocks or any similar mechanisms that will enable the rifle to function in full-auto mode are specifically not allowed. Maximum magazine capacity is 30 rounds. In Condition 1, 30 rounds can be loaded in the magazine with 1 round in the chamber. Approved caliber is 9mm.

14.3 Scoring Methods

14.3.1 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)

14.3.2 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:

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)

14.4 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.

14.5 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.

14.6 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 rifles with selective-fire with burst and full-automatic mode of discharge but in semi-auto mode in the courses of fire.

14.7 Carry and Storage Protocol of Rifles and Shotguns

14.7.1 Rifles and Shotguns must always be in Condition 3 (unloaded) unless commanded by a serving Match Officer to load them within a course of fire.

14.7.2 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 vertically upwards or downwards. Chamber safety flags are required when shotguns and rifles are transported un-bagged 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. Violations will be penalized with disqualification from the match.

14.7.3 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.

14.7.4 Match Organizers should provide rifle/shotgun racks and adequate tables for pre-loading shotguns on every stage.

14.8 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. 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.

14.9 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.

14.10 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.

14.11 Metal piercing, incendiary, tracer, and ammunition with 2 or more projectiles are not allowed. Multiple projectiles are allowed only for shotgun.

14.12 Range Commands and procedures for 2-Gun matches are similar to those used for Handgun Matches as stipulated in Chapter 9 with the following additional points and specific commands:

14.12.1 “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, PCC, PRR, Rifle, or Shotgun as specified in the briefing.

14.12.1.1 In 2-Gun Matches, a competitor may be required to abandon or properly “dump” the handgun, PCC, PRR, Rifle, or Shotgun 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). Only one firearm should be dumped in a container. A separate container should be provided and assigned for each firearm to avoid damage to the firearms and possible bumping and inadvertently turning the safety levers in the off position.

14.12.1.2 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 the course of fire but he may not engage any target while he is handling both firearms. Violations will be penalized with match disqualification.

14.12.2 “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.

14.12.3 “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.

14.12.4 “Tone or Beep from the timer” (Start Signal) – 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.

14.12.5 “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.

14.12.6 “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.

14.12.7 “If Clear, Hammer Down, Holster” – If the pistol is the last firearm used, the Match Officer should first verify that the magazine is removed and that the chamber is empty before issuing this command. The competitor is responsible for ensuring that the firearm is clear even though the Match Officer did his/her 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. The competitor may still reload his gun and engage any remaining targets in a safe manner if his/her shooting hand did not separate from the grip of the pistol. When the competitor stops shooting, the MO will give the command “If You Are Finished, Unload and Show Clear” then follow the procedure in Rule 14.12.6 then give the command “If Clear, Hammer Down, Holster” then follow the procedure in Rule 14.12.7. The competitor may only do this once. The second occurrence will be penalized with disqualification.

14.12.7.1 If the last firearm used is a rifle or shotgun this will be the command: “If Clear, Hammer Down, Flag”. If the gun is clear, the competitor should open the chamber then the competitor or the Match Officer will insert the chamber safety flag while the rifle is pointed in a safe direction. The competitor may not continue shooting once the chamber safety flag is already inserted and secured in the PCC, PRR, Rifle, or Shotgun. Violation will be match disqualification. Once the chamber safety flag is inserted and secured, the Match Officer will command: Muzzle Up. The competitor will now hold/carry the rifle/PCC/shotgun with the muzzle pointing in a safe direction upwards.

If the chamber safety flag is not yet inserted and secured in the PCC, PRR, Rifle, or Shotgun, he can still load and shoot the remaining targets that he wants to shoot. After the competitor stops shooting, the procedure on Rule 14.12.6, Rule 14.12.7.1 will be followed. He can only do this once. The 2nd occurrence will be penalized with disqualification.

The competitor under the supervision of the Match Officer will then proceed to the location of the abandoned firearms that were first used in the course of fire. 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 or Flag in case of a PCC, PRR, Rifle, or Shotgun”. 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. An accidental discharge will be penalized with a disqualification.

14.12.8 “Range Is Clear” - Once the hand of the competitor is clear of the holstered pistol or in the case of the rifle/PCC/shotgun when his/her hand is clear of the chamber safety flag, the command “Range is Clear” is given by the MO. This signifies the end of the course of fire. The shooter may no longer load and shoot any targets once The Range is Clear command is given by the MO. Violations will be penalized with a disqualification. The front Match Officer will now announce the Time and show it to the competitor for verification and the scorer will record it on the score sheet or tablet or i-pad. The competitor, Match Officers/scorer, and range assistants may now move towards the targets to verify the hits and reset the stage. In PSMOC sanctioned matches, the scorer/Match Officer may not commence scoring and verifying the targets while the competitor is still shooting the stage. The MO/scorer may only do so safety after the Range is Clear command is given by the front MO.

14.13 Calling or Shouting “Hit” by the Match Officer on fixed metal targets where hits can be visually verified will not be considered as interference or coaching and not grounds for a reshoot.

14.14 If a competitor, who is 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.

14.15 Abandoning a loaded firearm in the retention device with the safety off will be penalized with -10 points in the Points Factor Scoring Method and plus 10 seconds in the Time Scoring Method. 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.

14.16 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 outside of the retention device. Retention devices should be capable of securing the firearm in a safe and stable position and orientation e.g. boxes or pails 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.

14.17 Only one handgun, one PCC, one PRR, one Rifle, or one Shotgun will be allowed during a course of fire. Violations will be penalized with disqualification from the match.

14.18 Failure to shoot a target will be penalized with a Procedural Penalty of -10 points in the Points Factor Scoring Method and +2 seconds in the Time Scoring Method.

14.19 In 2-Gun matches, a hit on a target board using the wrong firearm as specified in the written stage briefing 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 or -10 points in the Points Factor method and applicable penalty for Misses of +3 seconds per Miss or -10 points per Miss in the Points Factor method.

14.20 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 to break the tie to be determined by the Match Master in consultation with the Match Administrator.

14.21 Falling Metal Targets should be calibrated with factory .22 LR ammunition for Handgun+ Practical Rimfire Rifle 2-Gun matches, and 9mm ammunition with a power factor of 125 for Handgun + PCC/SSR, and Handgun + Shotgun 2-Gun matches.

14.22 For 2-Gun matches, it should be specified in the written stage briefing which targets are to be engaged with the handgun, PCC, PRR, SSR, and Shotgun; the starting position and condition of the handgun and long gun; and the position of the retention devices for abandoned firearms.

14.23 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.

14.24 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.

14.25 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.

14.26 Levels of Sanctioned 2-Gun Matches

- 14.26.1 Level 1 must have at least 2 Stages
- 14.26.2 Level 2 must have at least 3 Stages
- 14.26.3 Level 3 must have at least 5 stages
- 14.26.4 Level 4 must have at least 12 stages
- 14.26.5 Level 5 must have at least 18 Stages

CHAPTER 15: SPECIFIC RULES FOR PSMOC 3-GUN MATCHES

15.1 Types of Matches:

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

15.1.2 Handgun + Shotgun + Pistol Caliber Carbine

15.2 Divisions:

15.2.1 **Unlimited Division:**

15.2.1.1 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.

15.2.1.2 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..

15.2.1.3 Unlimited Division Semi-Auto Shotgun – Minimum of 12 gauge. No restriction on accessories and capacity. Shotgun speed loaders must have primer

relief cuts to avoid unintended primer detonation. Shotguns with detachable magazines are specifically allowed.

15.2.1.4 Unlimited Division Semi-Auto 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. Bump fire stocks or any similar mechanisms that will enable the PCC to function in full auto mode are specifically not allowed. Binary triggers that will fire one round when pulled and one round when released are not allowed. No magazine capacity restrictions. Approved caliber is 9mm.

15.2.2 Limited Division:

15.2.2.1 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.

15.2.2.2 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.

15.2.2.3 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.

15.2.2.4 Limited Division Semi-Auto 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. Bump fire stocks or any similar mechanisms that will enable the rifle to function in full-auto mode are specifically not allowed. Binary triggers that will fire one round when pulled and one round when released are not allowed. Maximum magazine capacity is 30 rounds. In Condition 1, 30 rounds can be loaded in the magazine with 1 round in the chamber. Approved caliber is 9mm.

15.3 Scoring Methods

15.3.1 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)

15.3.2 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:

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 misses)

15.4 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.

15.5 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.

15.6 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.

15.7 Carry and Storage Protocol of Rifles and Shotguns

15.7.1 Rifles and Shotguns must always be unloaded unless commanded by a serving Match Officer to load them within a course of fire.

15.7.2 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 placed in trolleys/push carts with stable racks with the muzzle pointed reasonably upwards. Chamber safety flags are required when shotguns and rifles are transported un-bagged 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. This should be done in a designated unloading area. Violation will be penalized with disqualification from the match. Sweeping anyone with a firearm will be penalized with a match disqualification.

15.7.3 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.

15.7.4 Match Organizers should provide rifle/shotgun racks and adequate tables for pre-loading shotguns on every stage.

15.8 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. 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.

15.9 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.

15.10 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.

15.11 Metal piercing, incendiary, tracer, and ammunition with 2 or more projectiles are not allowed. Only shotgun ammo can have multiple projectiles.

15.12 Range Commands for 3-Gun matches are similar to those used for Handgun Matches with the following additional points and specific commands:

15.12.1 “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, shotgun, and rifle or PCC as specified in the briefing.

15.12.2 “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.

15.12.3 “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.

15.12.4 “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.

15.12.5 “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.

15.12.6 “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 so that the Match Officer will have a clear view that the chamber is empty. This should be done while the firearm is pointed in a safe direction downrange.

15.12.7 “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. The competitor may still load and engage targets if his hand did not separate from the grip of the handguard when the gun was holstered. He can only do this once in a course of fire. Second occurrence will be penalized with disqualification from the match.

15.12.7.1 “If Clear, Hammer Down, Flag”. If the last firearm used is a shotgun, rifle or PCC this will be the command. If the gun is clear, the competitor should open the chamber then he or the Match Officer will insert the chamber safety flag while the rifle is pointed in a safe direction downrange. Violation will be match

disqualification. The competitor shall not continue shooting at any target if the chamber safety flag is already inserted and secured in the PCC, PRR, SSR, or Shotgun. Once the chamber safety flag is secured, the Match Officer will command: Muzzle Up. The competitor will then carry the PCC, PRR, SSR, or Shotgun with the muzzle pointing vertically upwards.

The competitor under the supervision of the Match Officer will then proceed to the locations of the abandoned firearms to clear them and put them in a safe condition. At this point, the competitor can no longer engage any targets. Violation will mean disqualification from the match.

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. The Match Officer will command: Muzzle Up if the firearm is a PCC, PRR, SSR, or Shotgun.

15.12.8 "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.

15.13 Calling or Shouting "Hits" by the Match Officer on fixed metal targets where hits can be visually verified during the course of fire will not be considered as interference or coaching.

15.14 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.

15.15 Abandoning a loaded firearm in the retention device/container with the safety off will be penalized with plus 10 seconds in the Time Scoring Method or -10 points in the Points Factor Scoring Method. 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.

15.16 A competitor will be disqualified if he abandons the Firearm outside the retention device/container 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 drums/barrels for rifles. They should be positioned and oriented so that no person will pass in front of the muzzle of the firearm.

15.17 Only one handgun, one shotgun, one rifle or PCC will be allowed during a course of fire. The competitor cannot bring a back-up firearm of the same type during a course of fire. Violations will be penalized with disqualification from the match.

15.18 Failure to shoot a target will be penalized with a Procedural Penalty of +2 seconds in the Time Scoring Method or -10 points in the Points Factor Scoring Method.

15.19 In 3-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 or -10 points in the Points Factor method and applicable penalty for Misses of +3 seconds per Miss or -10 points per Miss in the Points Factor method. However, shooting a metal target with a .223/ 5.56 rifle located less than 50 meters from the shooter will be penalized with a match disqualification.

15.20 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 with 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.

15.21 Falling Metal Targets should be calibrated using 9mm ammunition with a Chrono Factor of 125.

15.22 For 3-Gun matches, it should be specified in the written stage briefing which targets are to be engaged with the handgun, shotgun, rifle or PCC; the starting position and condition of the handgun and rifle; and the position of the retention devices/containers for abandoned firearms.

15.23 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.

15.24 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. But this mode of carry during a course of fire is discouraged.

15.25 In 3-Gun Matches, a competitor may be required to abandon or properly “dump” the handgun, shotgun, rifle or PCC at a certain portion of the course of fire and safely put it in a container in its proper ready condition (Condition 1) or completely unloaded (Condition 3). Only one firearm should be dumped in each container to avoid damage to the firearm and accessories. A separate dumping container should be provided or assigned for each firearm.

15.26 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.

15.27 All other standard competition rules contained in the Handgun rules will also be applied to 3-Gun matches and vice versa. In case of conflict, the specific rules for 3-Gun matches will prevail.

15.28 Levels of 3-Gun Matches

15.28.1 Level 1 – Should have at least 2 Stages

15.28.2 Level 2 - Should have at least 3 stages

15.28.3 Level 3 - Should have at least 5 stages

15.28.4 Level 4 – Should have at least 12 Stages

15.28.5 Level 5 – Should have at least 18 Stages

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

16.1 Divisions

16.1.1 **Unlimited PCC Division** – Semi-auto 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. Bump fire stocks or any similar mechanisms that will enable the PCC to function in full-auto mode are specifically not allowed. Binary triggers that will fire one round when pulled and one round when released are not allowed. Sound suppressors or silencers to prevent the timer from picking up the last shot(s) are not allowed. No magazine capacity restrictions. Approved caliber is 9mm.

16.1.2 Limited PCC Division – Semi-auto Pistol Caliber Carbine with a buttstock attached and be capable of being fired in the shoulder position. Iron sights only. Not permitted are optical or electronic sights, laser aiming devices, and bipods. Bump fire stocks or any similar mechanisms that will enable the rifle to function in full-auto mode are specifically not allowed. Binary triggers that will fire one round when pulled and one round when released are not allowed. Sound suppressors or silencers to prevent the timer from picking up the last shot(s) are not allowed. Maximum magazine capacity is 30 rounds. In Condition 1, 30 rounds can be loaded in the magazine with 1 round in the chamber. Approved caliber is 9mm.

16.2 The official procedure to measure barrel length is from breech face to the end of the barrel (muzzle) or compensator. With the bolt in the closed or battery position, carefully insert a 5mm diameter or smaller dowel rod made of plastic into the barrel until it stops when it contacts the breech face then mark the portion of the dowel rod at the end of the muzzle or compensator. Carefully withdraw the rod then measure from the end that contacted the breech face to the mark with a tolerance of 3mm to give allowance for variances in the specifications due to production inconsistencies.

16.3 Barrel shrouds are allowed provided that they are pinned and welded and properly installed to prevent misalignment and shearing off from the barrel and a handguard should be installed so that the shooter will hold the handguard and not the shroud. Match Officers shall conduct safety checks on PCCs. The Match Master is the final arbiter who can decide if the PCC is compliant with the rules and can be used in the match.

16.4 Minimum Load Scoring. Minimum Chrono Factor is 125.

16.5 Maximum Velocity of ammunition is 1,450 FPS for safety reasons. The use of unsafe ammunition that exceeds the maximum velocity will be grounds for disqualification. If the

Match Officer suspects that the shooter is using unsafe ammunition, he will take three (3) ammunition samples then order the shooter to proceed to the Chrono Area for testing. The average velocity of the three (3) rounds will be used as basis to determine if it exceeds the maximum velocity.

16.6 Shooters are responsible in ensuring that the overall length of their ammunition and shape of the bullet head will fit the chamber of their PCC to avoid out of battery detonation i.e. detonation of a round when the bolt is not fully closed. The use of unsafe ammunition will be grounds for disqualification.

16.7 Shooters who are using blowback PCCs should make sure, that the weight of their bolt, buffer, and buffer spring rate are sufficient to avoid out-of-battery detonations due to bolt bounce. The use of unsafe PCCs will be grounds for disqualification.

16.8 Start Position - the preferred start position is Low Ready in all stages. 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 hand guard/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 like Port Arms with the butt of the gun at hip level, strong hand holding grip and weak hand holding the handguard, trigger finger outside of the trigger guard, safety engaged muzzle pointing upwards at 30-degree angle subject to the approval of the PCC Committee and the PSMOC Board.

16.9 Mag pouches can be positioned anywhere on the belt in both divisions.

16.10 Minimum Distance of Metal Targets is 9 meters.

16.11 Recognition of Categories (Lady, Super Junior, Junior, Senior, Super Senior, Vintage 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 in Level 1 and 2 matches.

16.12 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.

16.13 Magazine couplers are not allowed. Magazine couplers are devices that are used to join two separate magazines side by side. Magazines should come from mag pouches attached to the belt when reloading during a course of fire.

16.14 Magazine splices are allowed. A magazine splice is a device which connects two magazines “hole-to-hole” to form one long magazine.

16.15 Drum magazines are allowed.

16.16 All handgun and 2-Gun rules will apply to PCC Matches except when a specific PCC rule is stipulated.

16.17 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.

16.18 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.

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

16.20 After the range command: “If Clear, Hammer Down, Flag”, the shooter or Match Officer will insert a chamber safety flag while the competitor will keep the muzzle pointing in a safe direction downrange. Once the chamber safety flag is inserted and secured in the PCC, the Match Officer will command: Muzzle Up and the competitor will now carry the PCC with the muzzle pointing vertically upwards when transporting the PCC. Once the chamber safety flag is already inserted and secured in the PCC, the competitor may no longer load and shoot targets. Violation will be penalized with match disqualification. The shooter can then put the carbine in a case or trolley at the safety area.

16.21 Competitors using Short Barreled PCC and Pistol with Conversion Kit/Micro PCC divisions should exercise extra care not to put any part of their hand ahead of the hand stop or forward stop or muzzle of the firearm. Violations will be penalized with match disqualification.

16.22 Short Barreled PCCs and Pistol with Conversion Kit/Micro PCCs 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 slung with the muzzle pointing reasonably downwards. Proper chamber safety flags are required when they are transported un-bagged and uncased. It is prohibited to unbag or uncase PCCs in the parking lot or when outside the confines of the firing range compound in compliance with the requirements of the PNP. Violations will be penalized with disqualification from the match.

CHAPTER 17: SPECIFIC RULES FOR PRACTICAL RIMFIRE RIFLE MATCHES

17.1 Divisions

17.1.1 Unlimited Division – Semi-auto .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.

17.1.2 Limited Division – Semi-auto .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).

17.2 Minimum Barrel Length - the minimum barrel length is 17.5 inches including flash hider and/or compensator. The maximum length for flash hidere and compensators is 2 inches.

17.3 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.

17.4 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.

17.5 All rifles should pass the gun check to be conducted in the respective stages and/or 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.

17.6 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 or object at least 1 meter from the leading foot of the shooter.

17.7 Mag pouches can be positioned anywhere in both divisions.

17.8 Scoring of Metal Targets - plates must fall or if too heavy for .22LR ammo, they should have a visible hit to score. When plates are not required to fall, they should be painted after each shooter.

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

17.10 Points Factor Scoring is preferred.

17.11 Recognition of Categories (Lady, Super Junior, Junior, Senior, Super Senior, Vintage Senior, Lawman) - Minimum of 3 shooters. The Match Administrator in coordination with the Match Organizers may recognize categories with less than 3 shooters in Level 1 matches but not in higher level matches.

17.12 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.

17.13 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 un-extracted ammunition on the backstop or berm. If the shooter deliberately or intentionally fires the rifle to clear the un-extracted 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.

17.14 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.

17.15 When strong hand shooting is stipulated in the written stage briefing, the rifle should still be held with both hands with the buttstock to be shouldered on the strong shoulder and the trigger should be pulled with the finger of the strong hand with the weakhand holding the handguard or rail.

17.16 When weak hand shooting is stipulated in the written stage briefing, the rifle should still be held with both hands with the buttstock to be shouldered on the weak shoulder and the trigger should be pulled with the finger of the weak hand with the stronghand holding the handguard or rail.

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

17.18 After the range command: “If Clear, Hammer Down, Flag”, the shooter or Match Officer will insert the chamber safety flag while the competitor will keep the muzzle pointing in a safe direction downrange. The competitor may no longer load and engage targets once the chamber safety flag is already inserted in the PRR. When the chamber safety flag is already inserted and secured in the PRR, the Match Officer will command: Muzzle Up. The competitor will now carry the PRR with the muzzle vertically upwards when transporting the PRR. The shooter can then put the carbine in a case or trolley at the safety area.

CHAPTER 18: SPECIFIC RULES FOR SEMI-AUTO SPORTING RIFLE (SSR) MATCHES

18.1 Divisions

18.1.1 **Unlimited Division** - minimum .223 caliber semiauto 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. Binary triggers and bump fire stocks or any similar mechanisms that will enable the rifle to function in full-auto mode are specifically not allowed. No magazine capacity restrictions.

18.1.2 **Limited Division** – minimum .223 caliber semiauto 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 bipods. Vertical front grips are permitted with a maximum length of 6 inches. Binary triggers and bump fire stocks or any similar mechanisms that will enable the rifle to function in full-auto mode are specifically not allowed. 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.

18.2 Minimum Barrel Length - the minimum barrel length is 12.5 inches including flash hider and/or compensator.

18.3 Chrono Factor

18.3.1 Minimum Load Scoring: 125

18.4 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.

18.5 Mag pouches can be positioned anywhere in both divisions.

18.6 Minimum Distance of Metal Targets is 50 meters.

18.7 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 in Level 1 and 2 matches.

18.8 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.

18.9 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

18.10 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.

18.11 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.

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

18.13 After the range command: "If Clear, Hammer Down, Flag", the shooter or Match Officer will insert a chamber safety flag while the competitor will keep the muzzle pointing in a safe direction downrange. When the chamber safety flag is secured,

the Match Officer will command: Muzzle Up. The competitor will now carry the rifle with the muzzle pointing vertically upwards when transporting the rifle. Once the chamber safety flag is inserted and secured in the rifle, the competitor can no longer load and engage targets.

CHAPTER 19: SPECIFIC RULES FOR SHOTGUN MATCHES

19.1 Divisions

19.1.1 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. Shotgun speed loaders must have primer relief cuts to avoid unintended primer detonation. Shotguns with detachable magazines are specifically allowed.

19.1.2 Limited Division – 12 gauge shotgun with Iron sights only. Not permitted are optical or electronic sights, laser aiming devices, ports and compensators. 9 rounds loaded in the tube 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

19.1.3 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.

19.2 Minimum Barrel Length - the minimum barrel length is 16 inches including flash hider and/or compensator.

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

19.3.1 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.

19.3.2 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.

19.3.3 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.

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

19.5 Minimum Distance of Metal Targets is 9 meters.

19.6 Recognition of Categories (Lady, Super Junior, Junior, Senior, Super Senior, Vintage 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 in Level 1 and 2 matches.

19.7 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.

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

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

19.8.2 Only slugs and buckshot can be used to shoot paper targets.

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

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

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

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

19.10 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.

19.11 When strong hand shooting is stipulated in the written stage briefing, the shotgun should still be held with both hands and 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.

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

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

19.14 After the range command: “If Clear, Hammer Down, Flag”, the shooter or Match Officer will insert a chamber safety flag while the competitor will keep the muzzle pointing in a safe direction downrange. Once the chamber safety flag is secured, the Match Officer will command: Muzzle Up. The competitor will now carry the shotgun with the muzzle vertically upwards when transporting the shotgun. Once the chamber safety flag is inserted and secured in the shotgun, the competitor can no longer load and shoot targets. Violation will be penalized with disqualification. The shooter can then put the shotgun in a case or trolley at the safety area.

ISMOC STEEL MATCH COURSES OF FIRE

Designed by: Bogie Castro, PSMOC Secretary

Stage Number: 1

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 4 – 12” Round Plates, 1 – 12” Octagonal Stop Plate

Minimum number of rounds: 15

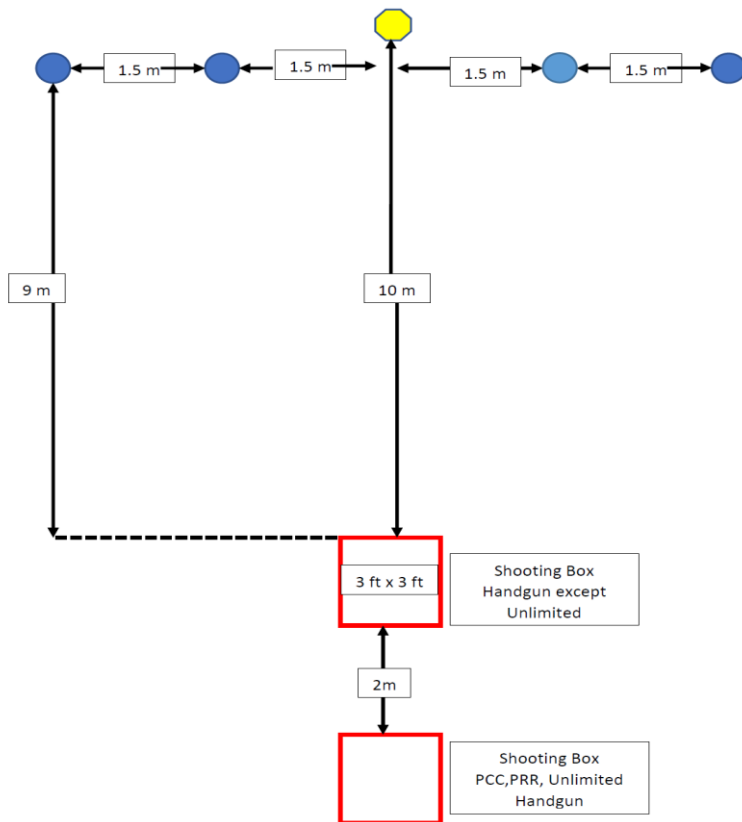
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1. Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of the Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12” Round Plates before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of round and octagonal plate is 5 ft



Stage Number: 2

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 2 – 12" Round Plates, 2 – 18" x 24" Rectangular Plate, 1 – 12" Octagonal Stop Plate

Minimum number of rounds: 21

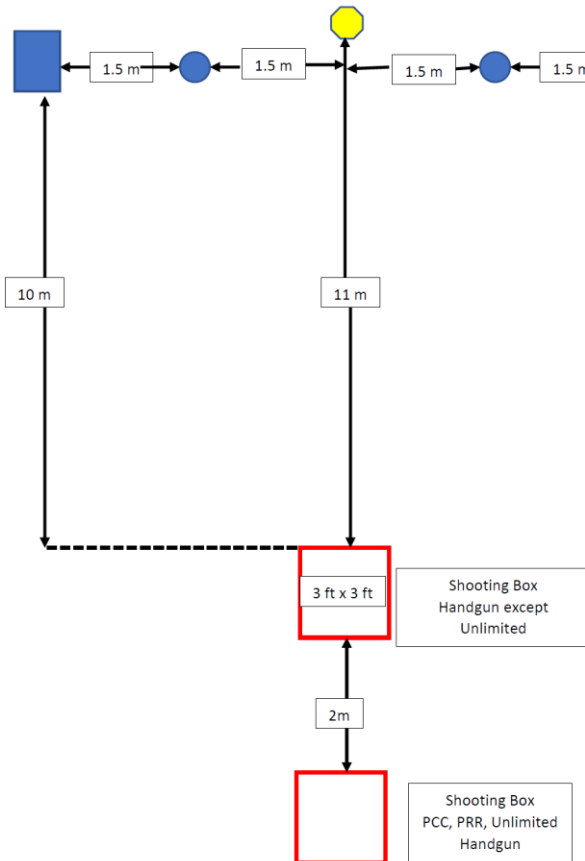
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1. Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12" Round Plates and at least 2 hits each on the 18" x 24" Rectangular Plates before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of round plate and octagonal plate is 5 ft, while the height of the top edge of rectangular plate is 5 ft 5 inches



Stage Number: 3

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 2 – 12” Round Plates, 2 – 18” x 24” Rectangular Plate, 1 – 12” Octagonal Stop Plate

Minimum number of rounds: 21

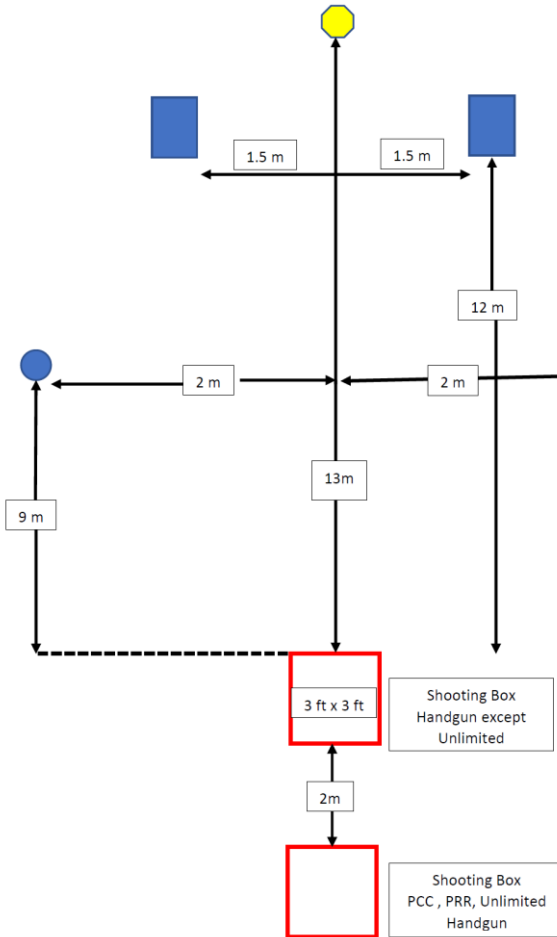
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1 Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12” Round Plates and at least 2 hits each on the 18” x 24” Rectangular Plates before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of round plates is 3 ft and octagonal plate is 5 ft, while the height of the top edge of rectangular plate is 5 ft 5 inches



Stage Number: 4

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 4 – 12" Round Plates, 1 – 12" Octagonal Stop Plate

Minimum number of rounds: 15

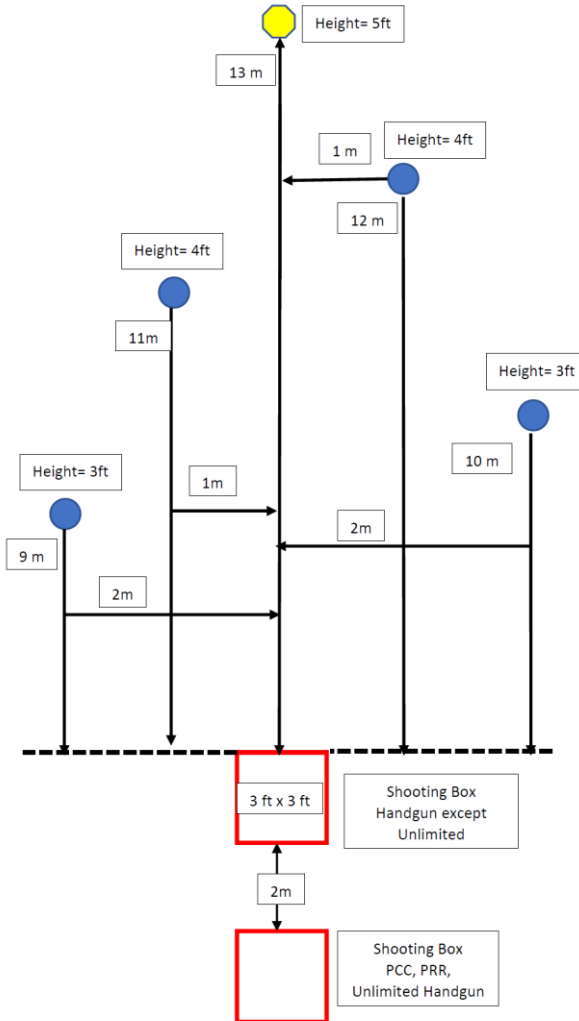
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1 Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12" Round Plates before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of round plates is 3 ft and 4 ft as indicated on the diagram and octagonal plate is 5 ft,



Stage Number: 5

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 4 – 12” Round Plates, 1 – 12” Octagonal Stop Plate

Minimum number of rounds: 15

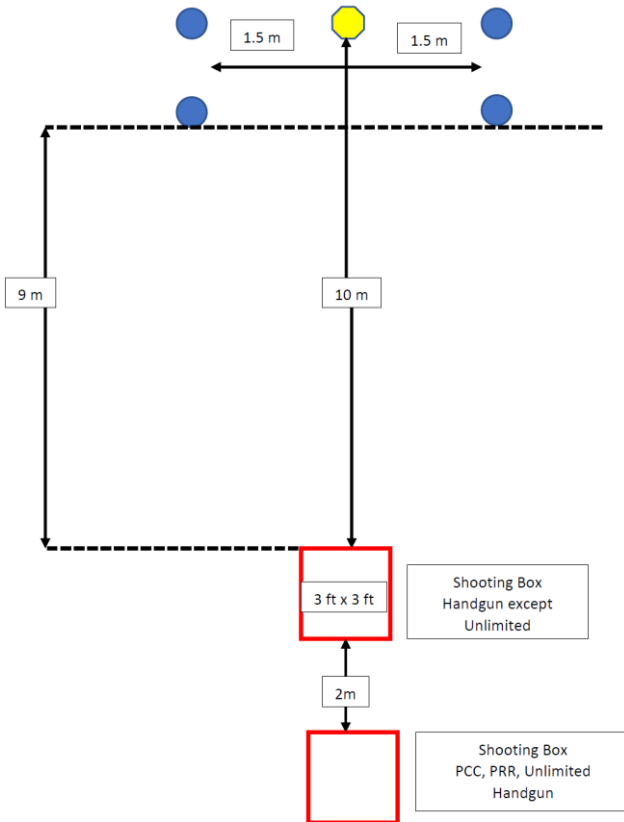
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1 Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12” Round Plates before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of bottom round plates is 3 ft while the top edge of the top plate is 5 ft 5 inches installed on the same post and octagonal plate is 5 ft,



Stage Number: 6

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 4 – 12” Round Plates, 1- 18” x 24” Rectangular Plate, 1 – 12” Octagonal Stop Plate

Minimum number of rounds: 21

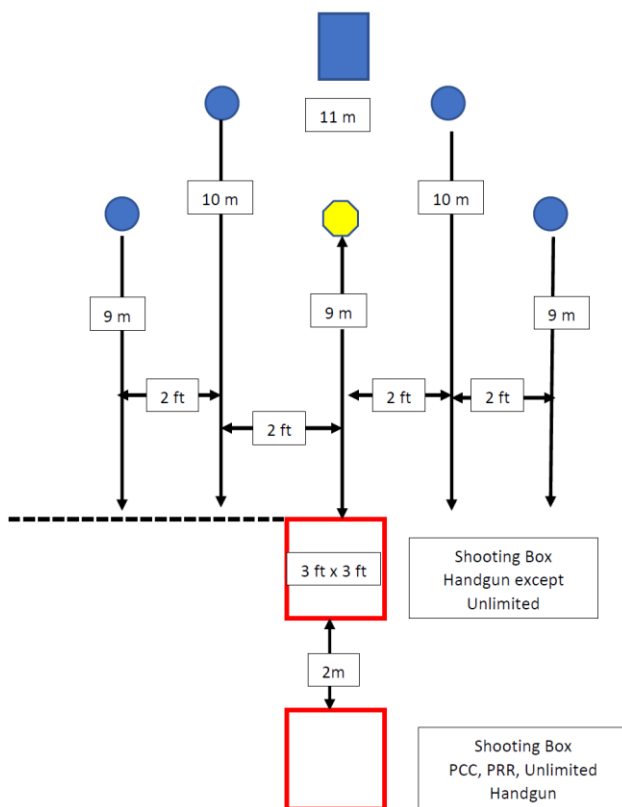
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1 Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12” Round Plates and 2 hits on the 18” x 24” Rectangular Plate before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of left and right most round plates is 3 ft while the top edge of the two inner 12” round plates is 5 ft, top edge of the 18” x 24” Rectangular plate is 5 ft 5 inches and the top edge of the octagonal stop plate is 3 ft,



Stage Number: 7

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 3– 12" Round Plates, 2- 18" x 24" Rectangular Plate, 1 – 12" Octagonal Stop Plate

Minimum number of rounds: 24

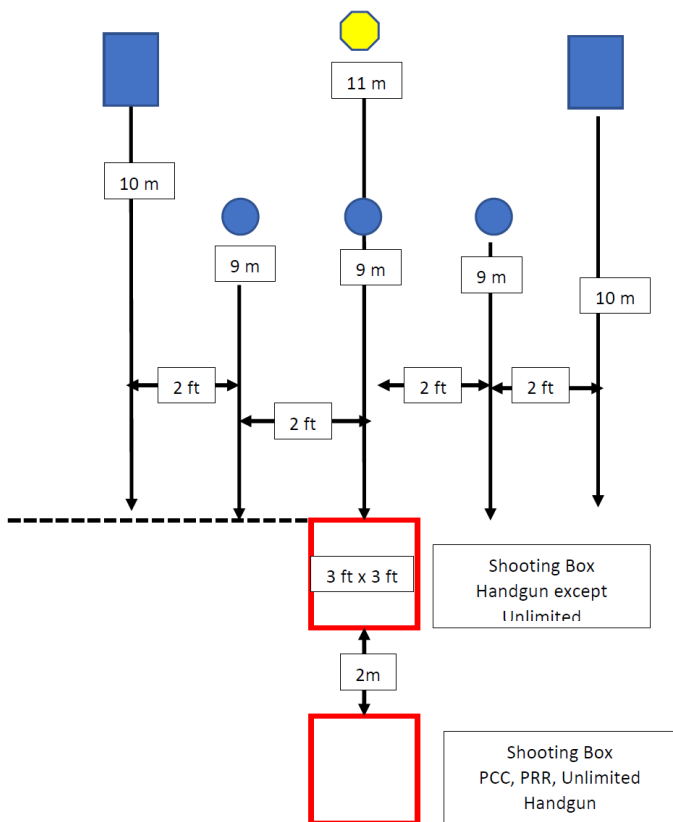
Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1 Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible **Time stops:** On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12" Round Plates and 2 hits on the 18" x 24" Rectangular Plate before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of 12" round plates is 3 ft while the top edge of the 18" x 24" Rectangular plate is 5 ft 5 inches and the top edge of the octagonal stop plate is 5 ft,



Stage Number: 8

Type: Speed Steel

Scoring Method: ISMOC Steel (Time + Penalties)

Targets: 4– 12" Round Plates, 1 – 12" Octagonal Stop Plate

Minimum number of rounds: 15

Start position/Condition of Firearm: Standing inside the shooting area. Handgun holstered in Condition 1 Hands hanging naturally at sides. PCC & PRR in Condition 1 at low ready aiming at mark on base of the post of Stop Plate

Start Signal: Audible Time stops: On last shot fired

Penalties: +3 seconds for missed Plate, creeping, and foot fault. After hitting the stop plate, all plates that have not been hit will be scored as a miss. +30 seconds for missed Stop Plate, Maximum of 30 seconds per run/string

Procedure: On audible signal, shoot targets from within the shooting area with at least one hit on the 12" Round Plates before engaging the Octagonal Stop plate. Total of 3 runs/strings, best two runs/strings to count

Note: Height of top edge of 12" round plates is 5 ft and the top edge of the octagonal stop plate is 5 ft,

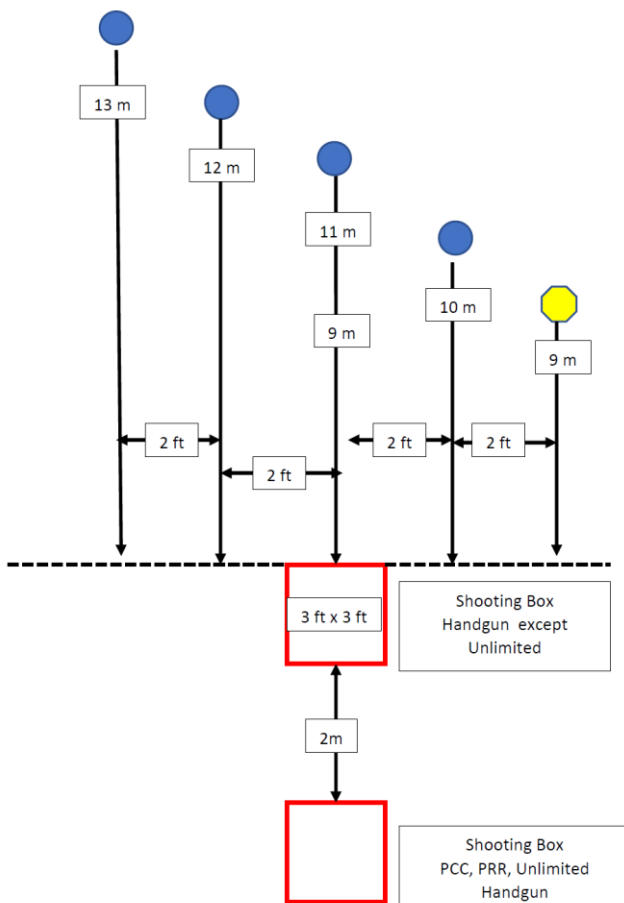
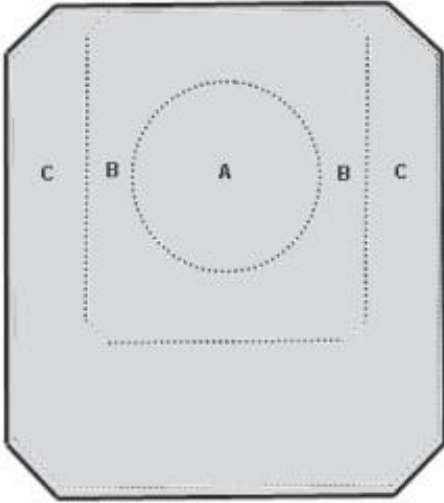


EXHIBIT 1 PSMOC Target

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 PSMOC Extra Small Target 40%

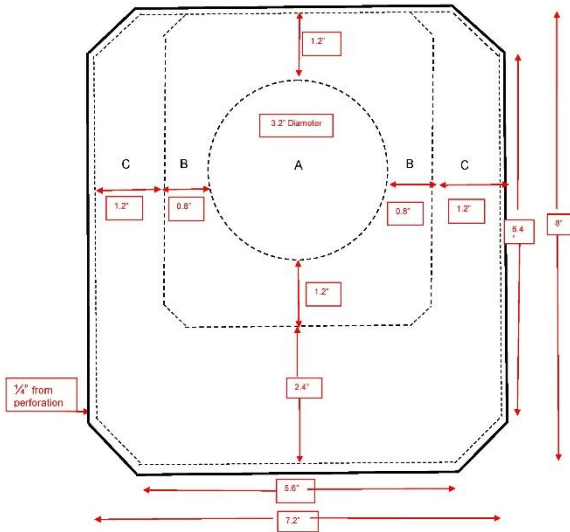


EXHIBIT 3 PSMOC Teenie Weenie Target 35%

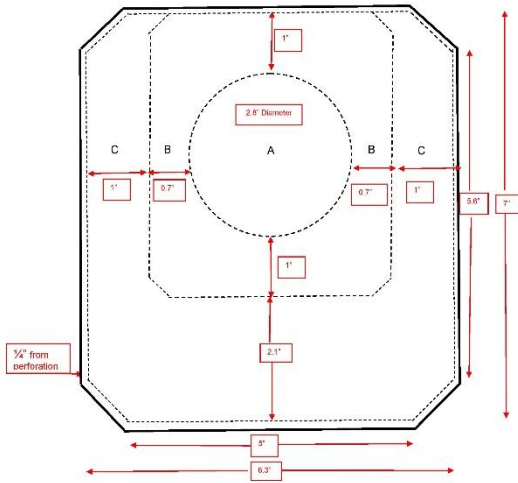


EXHIBIT 4 Metal and Wooden Targets



**Bowling
Pin**



Falling Plate
20cm
diameter

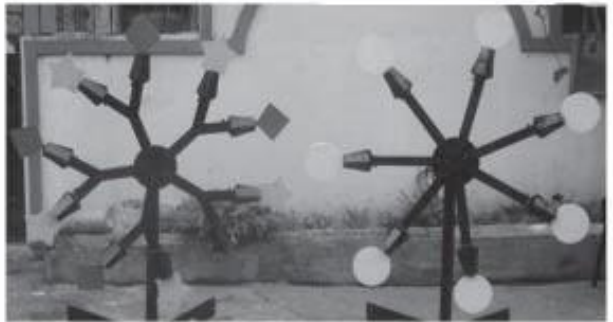
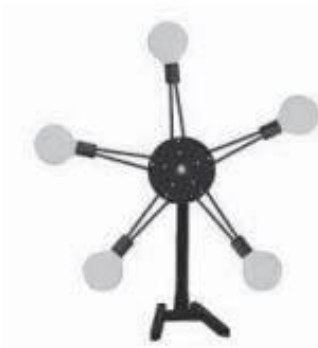


Small Falling Target
20 cm diameter with
1cm cut on both sides
with 18cm width at
sides at widest point
56 cm height



Big Falling Target
30 cm diameter
with 1 cm cut on
both sides with 28
cm 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 Managers 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.

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