

# GENERAL RULEBOOK

RELEASE VERSION: **April 2024 DRAFT, NON-FINAL**

The 2024 Rulebook update contains significant organizational changes and multiple section additions. The document has evolved to be a unified ruleset for all PCSL match types (Pistol, Rifle, 2-Gun, 3-Gun, Shotgun), as well as match types of all levels from Level 1 locals to Level 4 National Championships.

This is a draft for community review. It will likely have errors, wording mistakes, and possible contradictory statements due to all the new additions.

Corrections and feedback are welcome and encouraged.

Please be specific in what should be changed or corrected, and offer suggested changes if applicable. Try to keep the feedback focused on the substance and effect of each rule rather than grammatical errors or changes for the sake of conciseness. Grammar and wording changes will be handled in a future proofing pass.

Email all feedback to [info@pcsleague.com](mailto:info@pcsleague.com) with the subject "2024 Rulebook". Thank you!

**Key:**

**New addition/removal**

**Section still to be written/revised**

**Clarification/Notes**

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## 1. Range Safety & Procedures

### 1.1. Follow the four rules of firearms safety at all times

- 1.1.1. Rule 1: Know and be able to justify the condition of your firearms at all times.
- 1.1.2. Rule 2: Keep your firearm pointed in a safe direction.
- 1.1.3. Rule 3: Keep your finger out of the trigger guard when not actively engaging targets.
- 1.1.4. Rule 4: Know your target, its background, and its foreground before engagement.

### 1.2. Cold Range - PCSL matches will operate as **cold range events**. This means that all firearms must remain unloaded unless under the direct supervision of an RO, or safely handled while at a designated function fire area.

### 1.3. Handling of firearms while on the range

- 1.3.1. Any direct handling of firearms outside of their respective bags, **scabbards that completely cover the action and trigger (for long guns)**, carts that hold long guns with their muzzles in a safe direction as to not flag any competitor, cases, or worn holsters **(for handguns)** must occur under one of the following conditions:
  - 1.3.1.1. On a course of fire under direct supervision of an RO.
  - 1.3.1.2. Within 6 feet of a side berm or at a designated safe area, **only while pointing the firearms directly at the berm or designated backstop, and as long as the competitor remains reasonably uprange of the rearmost section of the active course of fire on that bay, if any exists.**
  - 1.3.1.3. For a long gun: carried with the muzzle vertically up or down, to or from a course of fire.
  - 1.3.1.4. **A long gun may be carried slung by a competitor throughout the match only if it is completely unloaded as defined by (1.4), and the competitor maintains proper muzzle discipline at all times, such as when sitting or bending over.**
  - 1.3.1.5. A detachable holster carrying a competitor's handgun may be detached from the competitor's **belt** if the competitor is in compliance with 1.3.1.2 and keeps the holstered muzzle pointed in a safe direction at all times.
  - 1.3.1.6. At a designated function fire area, following the safety procedures outlined in (1.6).
- 1.3.2. **Berms and Designated Backstops** refer to impenetrable terrain or constructs that are designed to terminate projectiles safely, typically surrounding three sides of a shooting bay. Any non-standard backstop (such as in a natural terrain area, or irregularly shaped bays) to be used

by the host range shall be clearly communicated to the competitors by match officials.

1.3.3. See section 12.5 for consequences of unsafe handling of firearms. If the offending individual is a spectator or other non-competitor, they shall be ejected from the range property by match officials.

~~1.3.4. Any time a competitor is handling a firearm, whether loaded or unloaded, even if the firearm is partially disassembled, the muzzle must be kept pointed in a safe direction (such as directly into a berm or designated backstop). Muzzle discipline shall be strictly enforced. Pointing a firearm, even completely unloaded, in an unsafe direction, shall result in match disqualification and/or ejection from the range property. *This is redundant after adding section 12.5*~~

**1.4. Loaded vs. Unloaded Firearms** - a firearm is considered loaded if in any of these conditions:

- 1.4.1. A cartridge is chambered, or otherwise inside the magwell or action of the gun in any condition (such as after a malfunction).
- 1.4.2. Any brass casing, whether fired or unfired, is inside the magwell or action of the gun in any condition (such as after a malfunction).
- 1.4.3. A magazine or other ammunition feeding device is inserted, even partially, into the firearm, even if the ammunition feeding device is free of ammunition. A shotgun with a shell held in the matchesaver is not considered a loaded firearm.

**1.5. Empty Chamber Indicators (ECIs)/Chamber Flags** are not required per PCSL rules unless the host range chooses to require them. In this case, all long guns transported outside of a case or bag that completely covers and secures the entire action and trigger of the firearm must have an ECI inserted in the action in such a way that the ECI is clearly visible, and the action of the firearm is held open.

1.5.1. Live rounds or spent casings/shells shall never be permitted as an acceptable ECI.

**1.6. Function Fire Area**

- 1.6.1. A function fire area may be designated for competitor use throughout the operating hours of the match.
- 1.6.2. The function fire area may have dedicated range officers appointed to it - this is up to the match director and range specific procedures.
- 1.6.3. The only acceptable firing positions will be along a firing line designated by markers or tables.
- 1.6.4. While handling firearms on the function fire firing line, the only safe direction is considered squarely downrange with 30 degrees of tolerance to both the left and right.
- 1.6.5. Any shooter may ask for a ceasefire in order to set or repair targets in the function fire area, or to move past the firing line for another reason (such as to retrieve an item).

- 1.6.5.1. Before a ceasefire commences, and until the range is cleared hot again, on the designated firing line no firearms may be handled, loaded in any condition, or left pointing down range or in any other unsafe direction, even if completely unloaded. Instead they must be bagged, holstered, or repositioned to face into a side berm or backstop.

## **1.7. Minimum Target Engagement Distance for Steel Targets**

- 1.7.1. For rifle calibers and shotgun slugs, no steel target shall be engaged within 50 yds
- 1.7.2. For pistol calibers and shotgun bird or buckshot, no steel target shall be engaged within 7 yds
- 1.7.3. Stage designs and procedures shall never entice or require a competitor to engage steel targets closer than these minimum distances.

~~1.8. Eye protection must be worn at all times on the range property during match operating hours.~~ *This is redundant as eye and ear protection are outlined in section 2.*

- 1.9. **Failure to adhere** to the Range Safety rules outlined in Section 1 by any person (competitor, spectator, or otherwise) shall result in an immediate match disqualification and/or ejection from the range property. The Range Master should be notified in all of these cases.

## **2. Competitor Equipment**

**2.1. Belt & Holster** - required for all stages where the competitor is shooting a handgun, unless otherwise specified by the WSB.

- 2.1.1. The competitor's belt must be worn at waist level.
- 2.1.2. The holster must be worn by securing to the competitor's belt.
  - 2.1.2.1. Holsters that are secured to a competitor's belt and have an additional leg-strap for stabilization are specifically allowed, as long as long as the belt attachment that holds the holster is reasonably rigid and keeps the handgun secured to the competitor's body during vigorous movement even when the accompanying leg strap(s) are not in use.
  - ~~1.1.1.1. Holsters that clip into a dropped or offset plate or other adapting device (such as the Safariland Drop Flex Adapter with Leg Shroud) are specifically allowed as long as the plate or adapting device is secured to the competitor's belt. These devices may also be used with a leg strap.~~
- 2.1.3. The holster must be positioned so that when the handgun is completely holstered, the highest visible point of the backstrap of the handgun must

be no lower than approximately three (3) inches below the top of the competitor's belt directly adjacent to the handgun.

2.1.4. The holster must completely cover the trigger guard of the handgun when it is holstered.

2.1.5. The holster must be positioned on the belt between the competitor's 12 and 4 o'clock positions for right handed competitors, or 12 and 8 o'clock positions for left handed competitors. There are no restrictions on the cant and orientation of the holster as long as the handgun can always be drawn safely, and the handgun is held such that the muzzle does not point further than 3 feet from the competitor's feet when the competitor is standing relaxed.

**2.1.6. Malfunctions of competitor's belt & holster rig during the course of fire:**

If a competitor's belt becomes unsecured from their person, the 180 rule (12.4) applies to the holstered handgun with a 3 ft exclusion radius around the competitor's feet **unless** the handgun has been cleared by the RO either through a DMT procedure as specified by the WSB or an unloaded start condition.

2.1.6.1. If a competitor's holstered handgun becomes detached from their belt and **is not under direct physical control by the competitor adhering to the 180 rule**, this shall result in a "STOP" call and must either be handled via 12.2 (loaded firearm) or 12.10 (unloaded firearm).

2.2. **Sling** - some stages may require the use of a sling. Slings are not required to stay on the firearm(s) for the duration of the match. If a stage does require a sling per the WSB as part of a start condition, the competitor must comply with the start condition of the stage, but may elect to remove and abandon the sling mid-stage.

**2.3. Magazines and magazine pouches**

2.3.1. While recommended, magazine pouches are not required. Competitors may elect to carry magazines on their person - such as in a pocket.

2.3.2. At the start of a stage, all magazines to be used other than the initial mags loaded in the firearms per the WSB must be secured somewhere on the competitor's person, and NOT held in any way (unless otherwise specified by the WSB).

2.3.2.1. No spare magazines may start directly mounted to competitor's firearms in any way. Some divisions may allow coupled (side by side, or end-to-end) magazines, which are not considered to be mounted to the firearm. This rule refers to stocks, chassis, or attachments that hold a spare magazine on the gun (e.g. CZ-75 Auto).

**2.4. Types of firearms allowed in all PCSL Formats - Pistol, Rifle, 2-Gun, and 3-Gun - and their definitions**

**2.4.1. Handgun**

- 2.4.1.1. Must accept its magazine inside its grip **or** be a revolver.
- 2.4.1.2. Must only have a single grip. A handguard, foregrip, shroud, or other related hardware designed for gripping the firearm in a location other than the primary grip are not allowed.
- 2.4.1.3. Must not have any stock or stabilizing device that allows the firearm to be fired from the shoulder or stabilized using any part of the body other than the hands forward of the wrists.
- 2.4.1.4. Must be chambered in an acceptable pistol caliber per the divisional rules.

**2.4.2. Carbine**

- 2.4.2.1. Must have a stock, brace, or stabilizing device that may be used to fire the firearm from the shoulder. A buffer tube is not considered to be a shoulderable stabilizing device.
- 2.4.2.2. Must be chambered in an acceptable rifle or pistol caliber per the divisional rules.

**2.4.3. Shotgun**

- 2.4.3.1. Must have a stock, brace, or stabilizing device that may be used to fire the firearm from the shoulder.
- 2.4.3.2. Must be chambered in an acceptable shotgun caliber per the divisional rules. A buffer tube is not considered to be a shoulderable stabilizing device.

**2.5. Firearm and equipment changes throughout the match**

- 2.5.1. In PCSL Pistol and 2-Gun events, competitors may swap out or reconfigure **any** of their equipment, **including firearms**, in between stages with no restrictions, provided that at all times during a course of fire all the competitor's equipment meets the criteria for the competitor's declared division.
- 2.5.2. In PCSL Rifle and 3-Gun events, rule 2.5.1 still applies in full **except** in the case of caliber changes between firearms of the same type. The purpose of this rule is to prevent an advantage from being gained by bringing specific calibers of firearms for long range targets or special reactive targets like spinners, then switching back to a different caliber for the stages that do not include these targets. In PCSL 2-Gun, the 200 yard maximum range and 8 MOA minimum target size negate any advantage obtained by caliber swaps.
  - 2.5.2.1. Exceptions to 2.5.2:
    - 2.5.2.1.1. PCCs are excluded from 2.5.2 if the competitor's division allows a PCC to be used as their carbine. Example: A competitor shooting Competition Division in a PCSL Rifle match can shoot a 5.56mm rifle on stage 1, a 9mm PCC on stage 2, then switch back to 5.56mm for stage 3.



2.5.2.1.2. Similar calibers. For the purposes of rule 2.5.2, the following calibers are considered equivalent:

- .223 Rem/5.56x45mm/5.45x39mm
- .308 Win/7.62x51mm

2.5.2.1.3. Match directors may elect to remove the caliber equivalence restriction if they determine that there is no advantage to be gained at their specific event. This adjustment shall be communicated to the participating competitors in the match details provided upon registration.

2.5.3. Competitors **may only use one of each required firearm type** on each course of fire.

2.5.3.1. Stage guns that may be integrated into the course of fire are considered separate from the competitor's firearms for the stage.

~~2.5.3.2. In special cases, like Hard as Hell Multigun events, match directors may allow competitors to substitute guns "on the clock" provided a squadmate offers one in the case of a catastrophic malfunction. Always check the specific match's rulebook for any stipulations like this.~~

## 2.6. Eye & Ear Protection

2.6.1. **Eye protection** must be worn by every individual (even non-competitors) at all times while on the range during shooting hours.

2.6.2. **Ear protection** must be worn by each competitor as they are shooting, and is highly recommended to be worn by any individual on the range during shooting hours.

2.6.3. **Unintentionally losing eye or ear protection mid-stage** - this situation shall result in a "STOP" call by the RO and a re-shoot being awarded, as covered in Section 6.22.

2.6.4. **Intentionally losing eye or ear protection mid-stage to be awarded a reshoot** is considered unsportsmanlike conduct, and the Range Master must be called. Shooters suspected of this action shall be issued a strike or be disqualified from the match as covered in Sections 11 and 12.

## 3. Match Types & Divisions

PCSL Recognizes the following match types:

- **PCSL Pistol**
- **PCSL Rifle (Standard or LR)**

3.1. Standard

3.1.1. Identical to the structure of the carbine portion of PCSL 2-Gun.



3.1.2. If a PCSL Rifle match is not specifically listed as Standard or LR, it must be run under the standard format.

**3.2. Long Range (LR)**

3.2.1. Identical to PCSL Rifle (Standard) with the exception of the doubling of allowed target distances to **400yds**, the halving of allowed minimum target size to **4 MOA**, and the like-caliber restriction on equipment changes spelled out in 2.5.2.

3.2.2. Any LR PCSL Rifle match must be specified as "LR" or "Long Range" in the match registration info. Before registration, competitors must also be provided with the information on how PCCs and PCC targets will be handled during the match. One of the following options must be adhered to:

3.2.2.1. Standard divisions and penalties apply. No alternate targets provided.

3.2.2.2. PCCs allowed as their own division. No alternate targets provided. **In PCC division only**, all targets beyond 200 yards and smaller than 8 MOA shall be scored as a hit regardless of engagement.

3.2.2.3. Alternate PCC-only targets provided for every target beyond 200 yards or smaller than 8 MOA placed at roughly half the distance or double target size (or an equivalent combination of both) that are treated as identical engagements on the stage. Having a PCC only division is optional in this case. Competitors shooting competition division will have the choice of using their PCC or Rifle Caliber Carbine on the stage, and shoot the corresponding set of targets.

- **PCSL 2-Gun**
- **PCSL 3-Gun**
- **PCSL Shotgun**

**PCSL Core vs. Recognized Divisions**

**3.3. Core Divisions:**

3.3.1.1. Shall be the only available divisions at PCSL Level 3 (Regional) and 4 (National) Championships.

3.3.1.2. Shall always be available at sanctioned PCSL matches of any level.

**3.4. Recognized Divisions:**

3.4.1.1. Shall NOT be available to shoot at any PCSL Level 3 or 4 match except as in specific cases approved by PCSL directly.

3.4.1.2. Shall be available to shoot at any PCSL Level 1 (Local) or 2 (Section) matches unless specifically omitted by the match director.

- 3.5.** In 3-gun and Shotgun specifically, PCSL does not distinguish between Core and Recognized divisions. PCSL 3-Gun/Shotgun match directors are free to run any provided PCSL 3-Gun/Shotgun divisions as listed below, or add/modify divisions to suit their matches.

## **PCSL Pistol - Core Divisions**

### **3.6. Competition (COMP)**

- 3.6.1. Minimum caliber: 9mm
- 3.6.2. Maximum caliber: .45
- 3.6.3. Maximum bullet velocity: 1600 fps
- 3.6.4. 171.25mm maximum magazine length
- 3.6.5. DA/SA guns equipped with a manual safety are not required to be decocked as long as the manual safety is applied. If the DA/SA gun only has a decocker but no manual safety, the hammer must be decocked before the start of the stage.
- 3.6.6. SAO guns **with a manual safety** must have the manual safety applied before holstering/the start of the stage.
- 3.6.7. **Must be a handgun per rule 2.4.1.**
- 3.6.8. No other restrictions

### **3.7. Practical (PRAC)**

- 3.7.1. Minimum caliber: 9mm
- 3.7.2. Maximum caliber: .45
- 3.7.3. Maximum bullet velocity: 1600 fps
- 3.7.4. Optical/electronic sight permitted ~~required, mounted to slide between ejection port and rear of slide~~
- 3.7.5. Maximum magazine load-to capacity: 21+1
- 3.7.6. Maximum magazine length: no
- 3.7.7. No compensators or porting
- 3.7.8. No frame mounted optics
- 3.7.9. Gas Pedals: no restrictions
- 3.7.10. Flashlights/lasers allowed
- 3.7.11. Magwells allowed
- 3.7.12. DA/SA guns equipped with a manual safety are not required to be decocked as long as the manual safety is applied. If the DA/SA gun only has a decocker but no manual safety, the hammer must be decocked before the start of the stage.
- 3.7.13. SAO guns **with a manual safety** must have the manual safety applied before holstering/the start of the stage.
- 3.7.14. **Must be a handgun per rule 2.4.1.**

### **3.8. Factory (FACT)**

- 3.8.1. Minimum caliber: 9mm
- 3.8.2. Maximum caliber: .45
- 3.8.3. Maximum bullet velocity: 1600 fps
- 3.8.4. Iron sights only
- 3.8.5. Maximum magazine load-to capacity: 15+1
- 3.8.6. Maximum magazine length: no
- 3.8.7. No compensators or porting

- 3.8.8. Gas Pedals: no restrictions
- 3.8.9. Flashlights/lasers allowed
- 3.8.10. Magwells: maximum width of 1.625"
- 3.8.11. DA/SA guns equipped with a manual safety are not required to be decocked as long as the manual safety is applied. If the DA/SA gun only has a decocker but no manual safety, the hammer must be decocked before the start of the stage.
- 3.8.12. SAO guns with a manual safety must have the manual safety applied before holstering/the start of the stage.

### 3.9. Pistol Caliber Carbine (PCC)

- 3.9.1. Minimum caliber: 9mm
- 3.9.2. Maximum caliber: .45
- 3.9.3. Maximum bullet velocity: 1600 fps
- 3.9.4. Coupled (side-by-side) magazines are prohibited
- 3.9.5. Bipods and bags are prohibited
- 3.9.6. Must be a carbine per rule 2.4.2.
- 3.9.7. No other restrictions.

## PCSL Pistol - Recognized Divisions

### 3.10. Actual Carry Pistol (ACP)

- 3.10.1. Minimum caliber: 9mm
- 3.10.2. Maximum caliber: .45
- 3.10.3. Maximum bullet velocity: 1600 fps
- 3.10.4. **Concealment not required.**
- 3.10.5. Holster must carry handgun such that no part of the handgun extends more than 3 3/8" (length of a standard overlay) away from the innermost point of the competitor's belt system measured from the point on the belt system closest to the handgun
- 3.10.6. Holster must carry handgun such that the entire backstrap of the grip (including beavertail scoop) is above the top of the competitor's belt system
- 3.10.7. Race-type holsters are not permitted. Holster must completely surround the handgun on at least 3 sides up to the ejection port.
- 3.10.8. Optical/electronic sight permitted
- 3.10.9. Maximum magazine load-to capacity: 15+1
- 3.10.10. Maximum magazine length/weight: none
- 3.10.11. Maximum barrel length (measured from breech to muzzle by inserting dowel - **includes length of compensators or slide porting**): 4.0625" (4 1/16")
- 3.10.12. Handgun **without** magazine must fit in box of dimensions: 7 5/8" x 5 5/8" x 1 1/2" (7.625" x 5.625" x 1.5")
  - 3.10.12.1. Optic is excluded from box measurement, but may not exceed 1.5" at its widest point
- 3.10.13. Maximum firearm weight **without** magazine: 33.0oz
- 3.10.14. Compensators/Porting allowed if firearm weight **without** magazine is 23.0oz or less.
- 3.10.15. No frame mounted optics
- 3.10.16. Gas Pedals: no restrictions, given box fitment
- 3.10.17. Flashlights/lasers allowed, given box fitment

- 3.10.18. Magwells allowed, given box fitment
- 3.10.19. DA/SA guns equipped with a manual safety are not required to be decocked as long as the manual safety is applied. If the DA/SA gun only has a decocker but no manual safety, the hammer must be decocked before the start of the stage.
- 3.10.20. SAO guns with a manual safety must have the manual safety applied before holstering/the start of the stage.
- 3.10.21. Must be a handgun per rule 2.4.1.
- 3.10.22. No other restrictions.

### **3.11. Low-Cap Irons (LCI)**

- 3.11.1. Minimum caliber: 9mm
- 3.11.2. Maximum caliber: .45
- 3.11.3. Maximum bullet velocity: 1600 fps
- 3.11.4. Handgun may only be a DA/SA/ Safe Action/Striker Fired action, OR be Single Action Only if a 1911 platform.
- 3.11.5. Iron sights only
- 3.11.6. Maximum magazine load-to capacity: 10+1
- 3.11.7. Maximum magazine length: no
- 3.11.8. No compensators or porting
- 3.11.9. Gas Pedals: no restrictions
- 3.11.10. Flashlights/lasers allowed
- 3.11.11. Magwells: permitted on 1911 platform firearms only. Maximum width of 1.625"
- 3.11.12. DA/SA guns equipped with a manual safety are not required to be decocked as long as the manual safety is applied. If the DA/SA gun only has a decocker but no manual safety, the hammer must be decocked before the start of the stage.
- 3.11.13. SAO guns with a manual safety must have the manual safety applied before holstering/the start of the stage.
- 3.11.14. No other restrictions

### **3.12. Revolver Open (REVO)**

- 3.12.1. Minimum caliber: 9mm
- 3.12.2. Maximum caliber: .45
- 3.12.3. Maximum bullet velocity: 1600 fps
- 3.12.4. Maximum cylinder capacity: 8
- 3.12.5. DA/SA only. SAO prohibited.
- 3.12.6. Autorevolvers/recoil-operated revolvers prohibited
- 3.12.7. Must be a revolver, and a handgun per 2.4.1.
- 3.12.8. No other restrictions

### **3.13. Rimfire Rifle (RFR)**

- 3.13.1. Caliber: .22LR only
- 3.13.2. Must be a carbine per rule 2.4.2
- 3.13.3. No other restrictions - follows same stage procedures as PCC division
- 3.13.4. Many modern steel targets have no problem falling from .22LR fire. Steel that doesn't fall can be called hit by an RO, or painted between shooters and checked for bullet strikes.
- 3.13.5. Activated targets may not always be easy to adapt to .22LR based on club equipment. Best practices are to use forward falling poppers, stomp

pedals, TargetsUSA rippers, or other activators that are not caliber-sensitive.

- 3.13.5.1. If none of these options are available, Rimfire shooters get awarded full points without engagement on activated targets that won't reliably activate with .22LR fire.

### **3.14. Rimfire Pistol (RFP)**

- 3.14.1. Caliber: .22LR only
- 3.14.2. Must be a handgun per rule 2.4.1
- 3.14.3. No other restrictions - follows same stage procedures as a pistol division
- 3.14.4. Many modern steel targets have no problem falling from .22LR fire. Steel that doesn't fall can be called hit by an RO, or painted between shooters and checked for bullet strikes.
- 3.14.5. Activated targets may not always be easy to adapt to .22LR based on club equipment. Best practices are to use forward falling poppers, stomp pedals, TargetsUSA rippers, or other activators that are not caliber-sensitive.
  - 3.14.5.1. If none of these options are available, Rimfire shooters get awarded full points without engagement on activated targets that won't reliably activate with .22LR fire.

Note: No PCSL classifiers have any activated/moving targets, so PCSL can still reliably collect classification data for .22LR divisions.

**BAN STATE DIVISIONS** - PCSL recognizes lower capacity versions of all core and recognized divisions when shot in a state or region that has laws restricting magazine capacity. These divisions (such as Competition-10, Practical-10, etc) are considered separate recognized divisions and will not be scored against their standard capacity counterparts (both at the individual match, and in PCSL's classification and rating systems).

## **PCSL Rifle - Core Divisions**

### **3.15. Competition (COMP)**

- 3.15.1. Pistol Caliber Carbines as defined in 3.9 are allowed **as your carbine** (*not a handgun replacement*) in Competition division only
- 3.15.2. Minimum caliber: 5.45x39
- 3.15.3. Maximum caliber: .308/7.62x51
- 3.15.4. Suppressors allowed
- 3.15.5. No bipods, bags **or related stabilizing devices are allowed in Standard PCSL Rifle (see 3.1) or 2-Gun events, but are allowed in LR PCSL Rifle (see 3.2)**
  - 3.15.5.1. Tripods are never allowed outside of PCSL 3-Gun Open division**
- 3.15.6. Binary and Forced Reset (FRT-15) type triggers are prohibited **outright (even if used in standard semi-auto mode)**
- 3.15.7. Full Auto/Burst Fire triggers are allowed but may only be used in semi-auto mode. A full auto/burst trigger that lacks a semi-auto mode is prohibited
- 3.15.8. No other restrictions

### 3.16. Practical (PRAC)

- 3.16.1. Minimum caliber: 5.45x39
- 3.16.2. Maximum caliber: .308/7.62x51
- 3.16.3. Magazine load-to capacity: 30+1
- 3.16.4. Magazines that are capable of holding more than 30 rounds (including drums) are allowed provided that they are only loaded to 30 rounds before the start of the stage
- 3.16.5. Coupled magazines (side by side) are prohibited
- 3.16.6. Magwells: aftermarket or add-on magwells are prohibited, however lower receivers that have built in flared magwells are allowed.
- 3.16.7. Muzzle Devices:
  - 3.16.7.1. Suppressors allowed
  - 3.16.7.2. Muzzle brakes are prohibited UNLESS used for the purpose of adapting a suppressor, as long as the suppressor remains attached. A **muzzle brake** is defined as any muzzle device that features at least one set of externally visible braking baffles for which the uncompromising purpose is to reduce recoil force, NOT compensate for muzzle rise or act as a flash hider
    - 3.16.7.2.1. Muzzle brakes which are integrated into the end of a suppressor (like the [SilencerCo Anchor Brake](#)) are allowed.
    - 3.16.7.2.2. A blast mitigation device such as the Surefire Warden or Griffin Armament Blast Shield that remains attached to a muzzle brake is allowed
    - 3.16.7.2.3. Examples:
      - The [PWS PRC Compensator](#) IS defined as a muzzle brake because the first ports closest to the barrel constitute a set of externally visible braking baffles. However, the similar [PWS FSC Compensator](#) is NOT defined as a muzzle brake because its baffle set is compromised in terms of recoil reduction in order to achieve its hybrid purpose.
      - The [Surefire Warcomp](#) is NOT defined as a muzzle brake because it acts as a flash hider with muzzle rise compensating ports, not braking baffles to reduce recoil force.
      - The [KAC MAMS](#), Precision Armament [EFAB](#) and [AFAB](#), and similar devices are NOT defined as muzzle brakes because their baffle sets do not have the uncompromised purpose of reducing recoil due to the pinhole-style gas port design.
      - For any specific muzzle device questions, please send a link to the product or very clear pictures of the device to [info@pcsleague.com](mailto:info@pcsleague.com)
  - 3.16.7.3. No restriction on muzzle device size
- 3.16.8. Bolt Carrier Groups: Lightened or Reduced Mass BCGs are prohibited. In an AR-15, total assembled BCG mass must be 11.0oz or heavier. In other platforms,

the total assembled BCG mass must be at least the OEM BCG mass of the platform with a 0.2oz tolerance

- 3.16.9. No bipods or bags
- 3.16.10. Binary and Forced Reset (FRT-15) type triggers are prohibited outright (even if used in standard semi-auto mode)
- 3.16.11. Full Auto/Burst Fire triggers are allowed but may only be used in semi-auto mode. A full auto/burst trigger that lacks a semi-auto mode is prohibited
- 3.16.12. No other restrictions

## PCSL 2-Gun - Core Divisions

### 3.17. Competition (COMP)

- 3.17.1. **Carbine:** Any carbine allowed per 3.15.
- 3.17.2. **Handgun:** Any handgun allowed per 3.6.

### 3.18. Practical (PRAC)

- 3.18.1. **Carbine:** Any carbine allowed per 3.16
- 3.18.2. **Handgun:** Any handgun allowed per 3.7.

## PCSL 3-Gun Divisions

### 3.19. Open (OPEN)

- 3.19.1. **Carbine:** Any carbine allowed per 3.15, except that tripods, bipods, bags, and related stabilizing devices are also allowed.
- 3.19.2. **Handgun:** Any handgun allowed per 3.6.
- 3.19.3. **Shotgun:**
  - 3.19.3.1. Minimum Caliber: 20 Gauge
  - 3.19.3.2. No other restrictions
- 3.19.4. **Pre-Staging of tripods or other equipment on the course of fire** is never allowed unless specifically stated in the WSB. All equipment must start on the competitor's person, held or attached in a way that it does not rest on the ground or any other object.

### 3.20. Modified (MOD)

- 3.20.1. **Carbine:** Any carbine allowed per 3.15 with the following adjustments
  - 3.20.1.1. Only a single optical sighting system is allowed.
  - 3.20.1.2. A single bipod may be attached to the carbine, but must remain attached throughout the course of fire.
- 3.20.2. **Handgun:** Any handgun allowed per 3.7 with the following adjustments
  - 3.20.2.1. Max magazine length: 141.25mm
  - 3.20.2.2. Magazine load-to capacity: N/A
- 3.20.3. **Shotgun:**
  - 3.20.3.1. Minimum Caliber: 20 Gauge
  - 3.20.3.2. Fixed tube magazine only, no speed-loading devices allowed
  - 3.20.3.3. A single non-magnified optical sight is permitted
  - 3.20.3.4. Barrel porting allowed



- 3.20.3.5. No compensators
- 3.20.3.6. Maximum magazine tube capacity: N/A
- 3.20.3.7. Maximum load-to capacity: 13 if starting chambered, 12 if starting with an unloaded chamber per the WSB.
- 3.20.3.8. Bipods, bags, and other related stabilizing devices may not be used.
- 3.20.3.9. No other restrictions

### **3.21. Practical (PRAC)**

- 3.21.1. **Carbine:** Any carbine allowed per 3.16
- 3.21.2. **Handgun:** Any handgun allowed per 3.7
- 3.21.3. **Shotgun:**
  - 3.21.3.1. Minimum Caliber: 20 Gauge
  - 3.21.3.2. Fixed tube magazine only, no speed-loading devices allowed
  - 3.21.3.3. A single non-magnified optical sight is permitted
  - 3.21.3.4. Barrel porting allowed
  - 3.21.3.5. No compensators
  - 3.21.3.6. Maximum magazine tube capacity: 8
  - 3.21.3.7. Maximum load-to capacity: N/A
  - 3.21.3.8. Bipods, bags, and other related stabilizing devices may not be used.
  - 3.21.3.9. No other restrictions

### **3.22. Tactical Optics (TAC)**

- 3.22.1. **Carbine:** Any carbine allowed per 3.15 with the following adjustments
  - 3.22.1.1. Only a single optical sighting system is allowed.
- 3.22.2. **Handgun:** Any handgun allowed per 3.7 with the following adjustments
  - 3.22.2.1. Max magazine length: 141.25mm
  - 3.22.2.2. Magazine load-to capacity: N/A
  - 3.22.2.3. Iron Sights Only
- 3.22.3. **Shotgun:**
  - 3.22.3.1. Minimum Caliber: 20 Gauge
  - 3.22.3.2. Fixed tube magazine only, no speed-loading devices allowed
  - 3.22.3.3. Iron sights only
  - 3.22.3.4. No barrel porting or compensators
  - 3.22.3.5. Maximum magazine tube capacity: N/A
  - 3.22.3.6. Maximum load-to capacity: 9 if starting chambered, 8 if starting with an unloaded chamber per the WSB.
  - 3.22.3.7. Bipods, bags, and other related stabilizing devices may not be used.
  - 3.22.3.8. No other restrictions

## **PCSL Shotgun Divisions**

### **3.23. Open (OPEN)**

3.23.1. **Shotgun:** Any shotgun allowed per 3.19.3

**3.24. Modified (MOD)**

3.24.1. **Shotgun:** Any shotgun allowed per 3.20.3

**3.25. Practical (PRAC)**

3.25.1. **Shotgun:** Any shotgun allowed per 3.21.3

**3.26. Tac Optics (TAC)**

3.26.1. **Shotgun:** Any shotgun allowed per 3.22.3

## 4. Match Procedures

- 4.1. The match will be conducted according to a posted schedule released prior to the match.
- 4.2. Every competitor will be on a squad, except in the case of Range Master approved situations (such as a competitor needing to “shoot through” due to scheduling conflicts).
- 4.3. Every competitor must shoot each stage with their assigned squad at the designated time as outlined by the schedule. If a competitor fails to show up to shoot a stage at their squad’s designated time, they may receive a DNF for the stage and a 0 score. The RM may approve a secondary shoot time on a case-by-case basis.
- 4.4. All squadmates are required to stay with their squad at their designated stage and time. All competitors are expected to assist with stage reset to the extent that they are physically able. If a competitor abandons their squad, they may be subject to a ~~warning, procedural penalties, stage DNFs,~~ first strike per Section 11 or match disqualification for unsportsmanlike conduct per Section 12 based on the severity and recurrence of the incident. Doing so is disrespectful to fellow squadmates and match staff. Taking a break as needed whether to use the restroom, take a breather, or other reasonable actions, is not considered abandoning a squad.
  - 4.4.1. It may not always be the case that competitors must always stay with their squad, such as at staff-reset matches.
- 4.5. **Stage Inspection/Walkthroughs**
  - 4.5.1. During the specified open hours of the event, and only if there is not a shooter or squad currently shooting on a stage, competitors may freely walk through and inspect the stage.

4.5.2. Activating or manipulating moving targets or altering/marketing the course of fire to gain an unfair advantage is not allowed and shall result in either a first strike or match disqualification for unsportsmanlike conduct. In these situations, the Range Master must be called.

4.5.2.1. Falling steel targets that are down may be reset by competitors to get an accurate view of the target presentation. However, activated or moving targets that are set in place or at rest must be left untouched.

#### **4.6. Arbitration of scores and scoring calls**

4.6.1. The match director may elect to have an arbitration period at the conclusion of shooting where the competitors may review the scores for accuracy. This period may be waived by the competitors in order to expedite the awards ceremony.

4.6.2. The match director may elect to create an arbitration committee prior to the start of the main match. The specific processes of arbitration of scoring calls by shooters will be left up to individual match directors. If no arbitration committee or process is set up for the event, the range master will have the final word on all disputes ~~scoring calls~~.

## **5. Range Commands & Coaching**

### **Acceptable range commands to be issued by a Range Officer:**

5.1. **"Make ready."** When a competitor is up to shoot, and the ROs have determined the stage is clear, the timer RO will give the "Make ready" command.

5.1.1. Prior to the make ready command being given by an RO, the competitor must not take any action to unholster, load, point downrange, or handle their firearms in any way (other than holding their long guns in a muzzle up or down position). If the competitor does handle their firearms inappropriately and no real unsafe action was taken, they should be issued a warning, or disqualification from the match for a gross safety violation (such as handling a firearm while individuals are still downrange). The RM will always have the final say on disqualification calls.

5.1.2. During the make ready period, the RO team should make every effort to guide the competitor through the proper start condition per the WSB. However, it is ultimately the competitor's, not the RO's, responsibility to

make sure they, their firearms, and their equipment are in the proper start conditions as listed by the WSB.

- 5.2. "Are you ready? Standby."** When the competitor appears ready to start the stage, or gives a verbal confirmation, the RO handling the timer will make this command.

5.2.1. There is no requirement of the shooter to respond. Silence will be taken as confirmation that the shooter is ready.

5.2.1.1. If the shooter is not ready, it is their responsibility to speak up and notify the RO.

5.2.2. After the "standby" command, the shooter will wait for the start signal, and then begin the stage.

- 5.3. "If you are finished, unload and show clear. If clear, hammer down, holster (for handguns)/flag or muzzle up (for carbines)/If clear, cylinder closed, holster (for revolvers)."**

5.3.1. When the competitor appears to have completed the stage, the RO will speak this command.

5.3.2. It is the competitor's responsibility to unload their firearms, check to make sure they are clear, and dry fire the firearms in a safe direction downrange.

5.3.2.1. In some situations a competitor may end the stage with both a loaded **long gun** ~~carbine~~ and handgun on their person. In order to safely unload both guns, it is recommended to keep the handgun holstered while unloading the carbine, then hand the cleared carbine to the RO, then unload the handgun and reholster the unloaded handgun before taking back the carbine.

- 5.4. Stop Command**

5.4.1. Any RO may issue the "STOP!" command at any point during the stage. This ~~may~~ **should** occur if the shooter makes a gross safety violation, if certain targets or props on the stage are seen to be set up incorrectly or broken, or ~~for another reason~~ **if a range officer sees a potentially dangerous situation occurring or about to develop (e.g. unexpected persons or animals enter the course of fire, shooter moves uprange of the RO or other persons during the course of fire, etc).**

5.4.2. If this command is issued, the shooter must cease what they are doing and safely stop, awaiting further instruction from the RO.

- 5.5. Coaching & "Coachable Shooters"**

5.5.1. **For standard competitors, coaching is not allowed** either by an RO or other person. It is the competitor's responsibility to understand the course of fire, prepare their equipment for the stage, and keep track of their progress on the stage in real time.

5.5.1.1. If a competitor gains an advantage by receiving coaching, the competitor and coaching party may be assigned procedural penalties per occurrence of help given (by the coaching party) and

help acted on (by the shooter), or other appropriate penalties determined by the RM.

- 5.5.2. **Long range target (50+ yds) coaching** - On certain long range targets requiring RO feedback to confirm a hit (hit calls), the RO and shooter may interact, and the RO may “coach” **inform** the shooter if they are unclear on which targets have been neutralized. This is left up to the RO team but must be consistent throughout the match. In cases like this, the RO will not guide the shooter into a long range target that he/she doesn’t see, rather this clarification is meant to clear up confusion that might happen by shooting multiple long range targets at speed, and the inherent delay in an RO’s hit call after the target has been hit.
- 5.5.2.1. **Correct Example:** Three long range targets. Competitor accidentally begins on the center target, then engages the right target, then is confused as to where the third one is. They come back to the middle target and re-engage it but don’t receive a hit call and are clearly wondering why. The RO should inform the shooter that the target is already engaged **hit but should not offer any additional help to guide the shooter toward their remaining target.** ~~and they still have the left target remaining.~~
- 5.5.2.2. **Incorrect Example:** Competitor gets into their long range position and engages the first of three long range targets. They get lost and can’t locate the second target. The RO begins walking them in “look just past the crest of this first hill, see that bright green bush, the target is just to the right of that...” etc. Instead, the RO should let the shooter solve the problem, and only provide clarification on which targets have been engaged/neutralized if necessary.
- 5.5.3. **Coachable Shooters** - Having an option for competitors to select being a “coachable shooter” is highly recommended at all levels of PCSL matches. Coachable shooters are not eligible for any order of finish prizes, awards, or recognitions. Otherwise, there is no difference between them and standard competitors, aside from being allowed to receive unlimited coaching and help from ROs or squadmates/spectators. This is a fantastic option for individuals who are new to competition shooting and allows a much more comfortable environment when starting out.
- 5.5.4. **An exception for special events that wish to allow coaching for all competitors may be made at the discretion of the MD. Affiliated PCSL Pistol, Rifle, and 2-Gun events of Levels 1-4 may never make this exception.** ~~Stipulations only for Hard as Hell Multigun Events (or other events where the MD elects to allow coaching and competitor assistance):~~
- 5.5.4.1. For certain events, the MD may elect to allow all forms of coaching. In these cases, coaching is encouraged by both ROs

and squadmates. If a competitor would prefer not to receive coaching, it is their responsibility to notify the RO and their squadmates prior to the stage beginning. Poor coaching shall not be a reason to issue a reshoot, however if an obviously unfair situation arises due to RO or competitor interference, calling the range master is recommended.

5.5.4.2. Additionally, an MD may wish to allow substitution of firearms or ammo/magazines from other competitors/spectators in the case of a catastrophic malfunction, or catastrophic ammo loss, as long as all safety rules are followed getting the firearms or ammunition to the competitor.

5.5.4.2.1. Premeditated substitution of firearms or ammo are not allowed. That is, the competitor must attempt to complete the course of fire with the gear they began the stage with, and only substitute equipment as a last resort. Violating or attempting to game this rule may be viewed as unsportsmanlike conduct and may be grounds for disqualification.

5.5.4.3. The allowance of coaching must be clearly communicated to the shooters prior to the match start via the match book, registration information, mass email from the match organizers, or other method.

## 6. Stage Procedures & Re-shoots

6.1. **Written Stage Brief (WSB)** - Each stage shall have a written stage brief published and posted at the stage.

6.1.1. The WSB shall contain all pertinent information required for a competitor to fairly and correctly shoot the stage:

6.1.1.1. In a hit-factor match, the scoring type used (Standard or Max Points)

6.1.1.2. The minimum scored round count assuming no K-Zone hits (assuming 2 per paper target or other required count per target if nonstandard) for each firearm.

6.1.1.3. Types and number of targets for each firearm.

6.1.1.4. Maximum point value of the stage (if using HF scoring).

6.1.1.5. Par time (if applicable).

6.1.1.6. The start condition of the competitor and the competitor's firearms.

6.1.1.7. The full stage procedure.



- 6.1.1.7.1. It is understood that fault lines indicate the acceptable shooting areas on a stage. A WSB does not need to specifically state that “targets must be engaged from within the shooting area”. See section 10.5 for applicable penalties.
- 6.1.1.8. If applicable, notes regarding uncommon stage elements like props or physical obstacles, along with a specified penalty for failing to interact with these elements as described by the stage procedure.
- 6.1.1.9. Safety notes related to the specific stage (such as safe-angle definitions on non-standard bay layouts or natural terrain areas), if applicable.
- 6.1.2. The WSB may not supersede any rule in the general rulebook unless the rule specifically allows for it.
- 6.1.3. The WSB will be read to the squad at the beginning of the scheduled stage time and will remain available for the competitors to review throughout the stage.

**6.2. Pre-Loading Areas** may be designated on a per-stage basis. **Tube-fed shotgun pre-loading areas** are handled differently from **Admin pre-loading areas**.

**6.2.1. Shotgun Pre-Loading Areas (Tube-Fed Magazines Only)**

- 6.2.1.1. The WSB or RO team may specifically allow for shotguns to be pre-loaded **without** direct RO supervision as long as there is a defined shotgun-only pre-load area within 6 ft of a side berm or backstop, and competitors point their shotgun directly into the side berm or backstop while pre-loading.
- 6.2.1.2. If there is a specified shotgun pre-loading area, competitors **may only** pre-load their shotguns **after the stage briefing is read** and the walkthrough period has begun.
- 6.2.1.3. Pre-loaded shotguns may be carried vertically without RO supervision **only** from the pre-load area to the stage, or the reverse. Pre-loaded shotguns must stay on safe while being transported.
- 6.2.1.4. Pre-loaded shotguns may never be left with a round chambered. Only the magazine tube may be pre-loaded.
- 6.2.2. **Admin pre-loading areas** may be implemented by the match production team in order to increase the stage’s efficiency.
  - 6.2.2.1. Admin pre-loading areas must be defined with a box or boundary and be within 6 ft of a side berm or backstop. If long guns need to be pre-loaded, having a table or dump box between the pre-loading area and the backstop is preferred.



- 6.2.2.2. Other than the case in 6.2.1, firearms **may never be pre-loaded unless the competitor is in a specified Admin pre-load area and under direct RO supervision.**
- 6.2.2.3. Once in the Admin pre-loading area, competitors must wait for an RO's "Make Ready" command before pre-loading the applicable firearms.
- 6.2.2.4. Competitors must point their firearms directly into the side berm or backstop while pre-loading. Once the applicable firearms are pre-loaded, the competitor must stay in the admin pre-loading area under direct RO supervision until directed to proceed to the course of fire by the RO.
- 6.2.2.5. Outside the pre-load area, competitors may never draw their pre-loaded handgun or aim their long gun in any direction other than vertical, until they are given another "make ready" command by the RO once on the course of fire.
- 6.2.2.6. Pre-loaded carbines and shotguns must stay on safe while being transported.
- 6.2.3. If no pre-loading area is specified, competitors may never pre-load their firearms prior to receiving the make ready command from an RO. Doing so violates safety rules 1.1.1 and 1.2, and shall result in a match disqualification per 12.6.

### **6.3. Competitor Start Positions**

- 6.3.1. The WSB may dictate any competitor start position that can safely and equitably be achieved by competitors of all sizes and strengths. If any aspect of the competitor's start position is not specifically listed in the WSB, there is no restriction regarding that aspect.

### **6.4. Firearm Start Conditions**

- 6.4.1. The WSB may dictate any firearm start conditions that can safely and equitably be achieved by competitors of all sizes and strengths. If any aspect of the firearm's start condition (i.e. no mention of safety being on or off) is not specifically listed in the WSB, refer to the default firearm start condition for that aspect. If the WSB lists a "default" start condition, refer to the entire default start condition as listed in 6.4.2. If an aspect of the firearm start condition is not listed in either the WSB or the Default Start Condition, there is no restriction regarding that aspect.

#### **6.4.2. Default Firearm Start Conditions**

- 6.4.2.1. The **handgun** default start condition is:
  - 6.4.2.1.1. Loaded and holstered. Safety applied if required by division/equipment rules.
  - 6.4.2.1.2. Wrists below belt **and** strong hand wrist completely below backstrap of handgun.

6.4.2.1.3. Unless otherwise specified by the WSB, no part of the hands forward of the wrist may be in contact with the handgun prior to the start signal.

6.4.2.2. The **long gun** default start condition is:

6.4.2.2.1. Loaded, safety applied.

6.4.2.2.2. Held with stock touching belt, and muzzle pointed generally downrange.

**6.5. Reholstering of a loaded handgun** is always allowed unless otherwise specified by the WSB. However, the following conditions must be met:

6.5.1. The handgun's manual safety is engaged (if applicable), OR the external hammer is decocked OR the handgun is striker-fired with a safe-action mechanism.

6.5.2. The competitor will not go prone with the holstered loaded handgun during the rest of the stage. Refer to (1.4) for the definition of a loaded firearm.

**6.6. Drop-Mag Target (DMT) procedure:** safely and fairly require unloading firearms on the clock as part of a stage procedure:

6.6.1. **DMT procedures are valid for handgun and carbine firearm types only.**

6.6.2. In the specific case that an MD or stage designer wants to implement the clearing of a firearm on the clock as part of a stage procedure, the correct and safe way to implement this mechanic safely into a stage is:

6.6.2.1. Competitor completely removes magazine/source of feed from the firearm with a round chambered.

6.6.2.2. Competitor engages the specified DMT with the single remaining chambered round.

6.6.2.3. At this point, the firearm is considered **to have been officially** cleared by the RO, and the competitor can proceed with the next portion of the stage.

6.6.2.4. Examples use cases:

6.6.2.4.1. Requiring the competitor to re-sling their carbine and shoot a handgun portion without worrying about the safety angle of the carbine while slung, allowing them to reload the carbine and finish the stage after engaging all the handgun targets.

6.6.2.4.2. Requiring a prone carbine position after a handgun portion of a stage, ensuring that the competitor does not go prone with a loaded handgun holstered.

6.6.3. **If the RO notices a competitor move to engage a DMT without first removing their magazine, they should verbally issue a "MAG" warning to remind the competitor to remove their magazine before engagement. This is not considered coaching.**

- 6.6.4. If the RO is unable to make an absolute determination that the firearm is clear, such as in the case where the competitor does not exactly adhere to the correct DMT procedure, the RO should issue a "SHOW CLEAR!" command on the clock, and guide the shooter through the unload process, all the way up to a dry fire "hammer down" before allowing the competitor to continue. The time it takes for the RO to be confident that the firearm is clear before allowing the shooter to continue is considered the shooter's inherent penalty for failing to follow instructions.
- 6.6.5. **Revolvers: no action needed before engaging the DMT. After engagement, the cylinder must be emptied completely and shown to the RO in an easily visible manner. The RO will respond "CLEAR" or "GOOD" to let the shooter know they can proceed with the stage. The WSB will dictate whether a DMT can be re-engaged in the case of a miss. If the DMT can be re-engaged, no action needs to be taken by the revolver shooter before re-engagement.**
- 6.7. A competitor is never permitted to go prone with a loaded holstered handgun.**
- 6.7.1. All stages requiring prone **must require** ~~will have~~ the competitor **to** start with an unloaded handgun. If a competitor elects to go prone on a stage after their handgun was loaded at any point during the stage, they must first abandon the handgun in a designated handgun dump location before doing so or (only if specified in the WSB for that particular stage) follow the DMT procedure outlined in 5.9. **Failure to adhere to this rule shall result in a Stage DQ per Section 12.12.**
- 6.8.** A competitor may never engage targets while handling multiple ~~loaded~~ firearms simultaneously. Doing so should result in a "STOP" command and a stage DQ.
- 6.9. Abandoning/Dumping of Firearms**
- 6.9.1. Stages may require competitors to abandon firearms in specific abandonment or dump locations per the WSB.
- 6.9.2. All stages requiring the use of more than one firearm must have at least one designated dump location suitable for every type of firearm used on the stage. A single dump box with both a handgun and long gun section is sufficient for all three firearm types on a 3-gun stage.
- 6.9.2.1. **The competitor's holster is considered to be an acceptable dump location for the handgun by default. However, if the WSB explicitly allows for the stage to be executed without a holster (as might be the case on a stage with a table pick-up start condition for the handgun), a handgun specific dump location must be provided somewhere on the course of fire.**
- 6.9.3. **The condition of being slung is not considered an acceptable dump location for a carbine or shotgun. A competitor may never re-sling a carbine or shotgun that was previously loaded at any point during the course of fire in order to engage targets with another firearm type unless**

**(for carbine only)** the WSB requires a DMT procedure per 6.6 to explicitly allow the safe re-slinging of the carbine on the clock. ~~or shotgun. Once the carbine or shotgun is loaded, it must always be first abandoned in a designated dump location before the competitor may handle their handgun.~~

- 6.9.4. Dump locations may double as firearm staging areas, provided that the competitor can both dump their current firearm and pick up their other firearm safely without enhanced risk of sweeping/flagging.
- 6.9.5. Competitors may always transition back and forth between firearm platforms (for example, if a competitor realizes that they did not neutralize all designated targets), provided that no other rules are violated, unless otherwise specified by the WSB.

#### **6.10. Grounding of Firearms**

- 6.10.1. A competitor is allowed to place their firearm on the ground, provided that the firearm is on safe **(if it has a manual safety, or decocked in the case of an external hammer fired handgun with a decocker)**, pointed in a safe direction, and not precariously positioned. A competitor may want to do this to help them overcome a physical obstacle or free up hands to address other equipment.
- 6.10.2. A competitor must stay within reaching distance of a grounded firearm. Leaving the vicinity of a grounded firearm will result in a "STOP" command and a stage DQ.
- 6.10.3. While a firearm is grounded, a competitor may NOT engage any target with any other firearm. Doing so will result **in a "STOP" command and a stage DQ.** ~~a procedural per shot fired target engaged.~~ To engage targets with the other firearm, the current firearm must either be safely re-holstered (handgun only) or placed in an appropriate designated dump box (long guns or handgun).

#### **6.11. Bracing on stage props, walls, and other equipment**

- 6.11.1. Bracing is defined as using a physical structure to gain support or stability while taking a shot, and does NOT include touching or "brushing against" the physical structure while taking an unsupported shot.
- 6.11.2. Unless otherwise specified by the WSB, competitors may not brace on or use for support any prop, wall, or other equipment that is not inside the marked shooting area.
- 6.11.3. Bracing on walls. Walls shall be divided into three recognized "pieces" consisting of the two end posts and the midsection. The following situations address when it is acceptable to use a wall for support:
  - 6.11.3.1. Regardless of the position of the wall, it is never acceptable to push against a wall in a way that changes its position to reveal a new shooting position or opportunity that was otherwise not available.

- 6.11.3.2. In the case that the entire wall is inside the shooting area or acts as a segment of the shooting area's fault line, competitors may brace on any portion of the wall with their body or equipment.
- 6.11.3.3. In the case that the wall is partially inside the shooting area (for example, being half-in, half-out and perpendicular over a marked fault line), the single post inside the shooting area and the entire midsection shall be available for bracing or support, but the post outside the shooting area shall not.
- 6.11.3.4. In the case that only a single post is connected to the shooting area, but the entire midsection and opposite post are outside the shooting area, competitors may only brace on the single post that is connected to the fault lines.
- 6.11.3.5. If a wall is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.
- 6.11.4. Bracing on barrels, dump boxes, and other props:
  - 6.11.4.1. Regardless of the position of the prop, it is never acceptable to push against the prop in a way that changes its position to reveal a new shooting position or opportunity that was otherwise not available.
  - 6.11.4.2. In the case that the entire prop is inside the shooting area or acts as a segment of the shooting area's fault line, competitors may brace on any portion of the prop with their body or equipment.
  - 6.11.4.3. In the case that the prop is partially inside the shooting area, or tangent to it, (for example, a single leg of a dump box resting on the ground inside the fault lines), the entire prop shall be available for support, provided the competitor does not touch the ground outside the shooting area with their body or equipment.
  - 6.11.4.4. If a prop is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.
- 6.11.5. If engagements are made by bracing in an illegal way, ~~procedural should be assigned as if these infractions were standard foot faults. In the case of bracing for support, it is always assumed~~ **considered** to be a significant competitive advantage, and a per-shot procedural penalty should be assigned for the illegal position.

## **6.12. Malfunctions**

- 6.12.1. During make ready, a competitor may safely correct any malfunction they notice with no penalty. If the firearm needs to be worked on off the stage, the RO will guide the competitor through safely unloading all firearms, and then the competitor will be given the opportunity to correct the problem or change equipment and shoot the stage further down in the squad order.

- 6.12.2. On the clock, a competitor may safely correct a malfunction they experience, of course making sure to keep their muzzle pointed in a safe direction and finger off the trigger.
- 6.12.3. If a competitor takes longer than 2 minutes to correct any malfunction on the clock, the RO may either terminate the course of fire, or tell the competitor to "Go to Handgun/Carbine/Shotgun" depending on if there is still a firearm left to shoot.

### **6.13. Squibs**

- 6.13.1. It is recognized that squibs stuck in the barrel can result in catastrophic malfunctions and injury to the shooter or other nearby persons. As a result, any time an RO suspects a squib, they should either terminate the course of fire "STOP" or tell the competitor to "Go to Handgun/Carbine/Shotgun" depending on if there is still a firearm left to shoot.
  - 6.13.1.1. If the shooter suspects a squib and does not receive instructions to terminate or move on to the next gun from the RO, they should stop themselves and inform the RO of a possible squib, or safely abandon the suspected squib firearm and move onto the next firearm to finish the course of fire.
- 6.13.2. Eligibility for re-shoots after a potential squib:
  - 6.13.2.1. If the suspect firearm is found to have a true squib, the course will be scored as shot and any penalties will be assigned. No re-shoot will be granted.
  - 6.13.2.2. If the RO stopped the shooter for a suspected squib or forced them to move on to the next gun **by issuance of range commands**, and the suspect firearm is found to be clear, the shooter must re-shoot the course of fire.

### **6.14. Re-shoots**

- 6.14.1. A re-shoot must be **awarded and completed** if a competitor's accurate score cannot be determined for a stage, or if certain circumstances prevent the competitor from getting the same fair opportunity to shoot the stage as the other competitors (such as interference, range equipment malfunction, altered target presentation, loss of ear protection, etc).
- 6.14.2. **If a competitor is awarded a re-shoot, the new score must stand the moment the start signal for the re-shoot is issued regardless of whether the re-shoot is later found out to have been awarded in error.**
- 6.14.3. If targets are reset prematurely where a paper target is taped before an RO can verify the hits, all efforts will be made to accurately score the shooter before a reshoot is issued. Video evidence may be used, deductive reasoning may be used, etc. If an accurate score cannot be determined **beyond a doubt**, a reshoot must be granted and performed by



the shooter. In cases like these, the shooter cannot deny the re-shoot opportunity, as it becomes a necessity to determine an accurate score.

6.14.4. If a competitor accidentally loses their ear protection mid stage and cannot recover their ear protection quickly with minimal effort (such as over-ears being slightly bumped out of position), or does not notice their ear protection has been lost, the RO should issue the “STOP” command as soon as possible and issue a re-shoot.

6.14.4.1. If there is any suspected attempt to purposefully remove ear protection or abuse this rule in order to gain a competitive advantage, the ROs should inform the range master and an unsportsmanlike conduct first strike or match disqualification may be issued.

6.14.4.2. A competitor should never risk hearing damage for the sake of earning a better score on a stage. Competitors must notify an RO in cases where the ROs may not have noticed the ear protection has been lost.

## 7. Targets & Range Equipment

### Targets

Being an open-source format, PCSL highly encourages experimentation by match directors. Virtually any target that can be engaged safely and consistently by all shooters in the match can be used at the MD’s discretion. The following listed target types are considered “standard” and will be what competitor’s regularly encounter at PCSL matches:

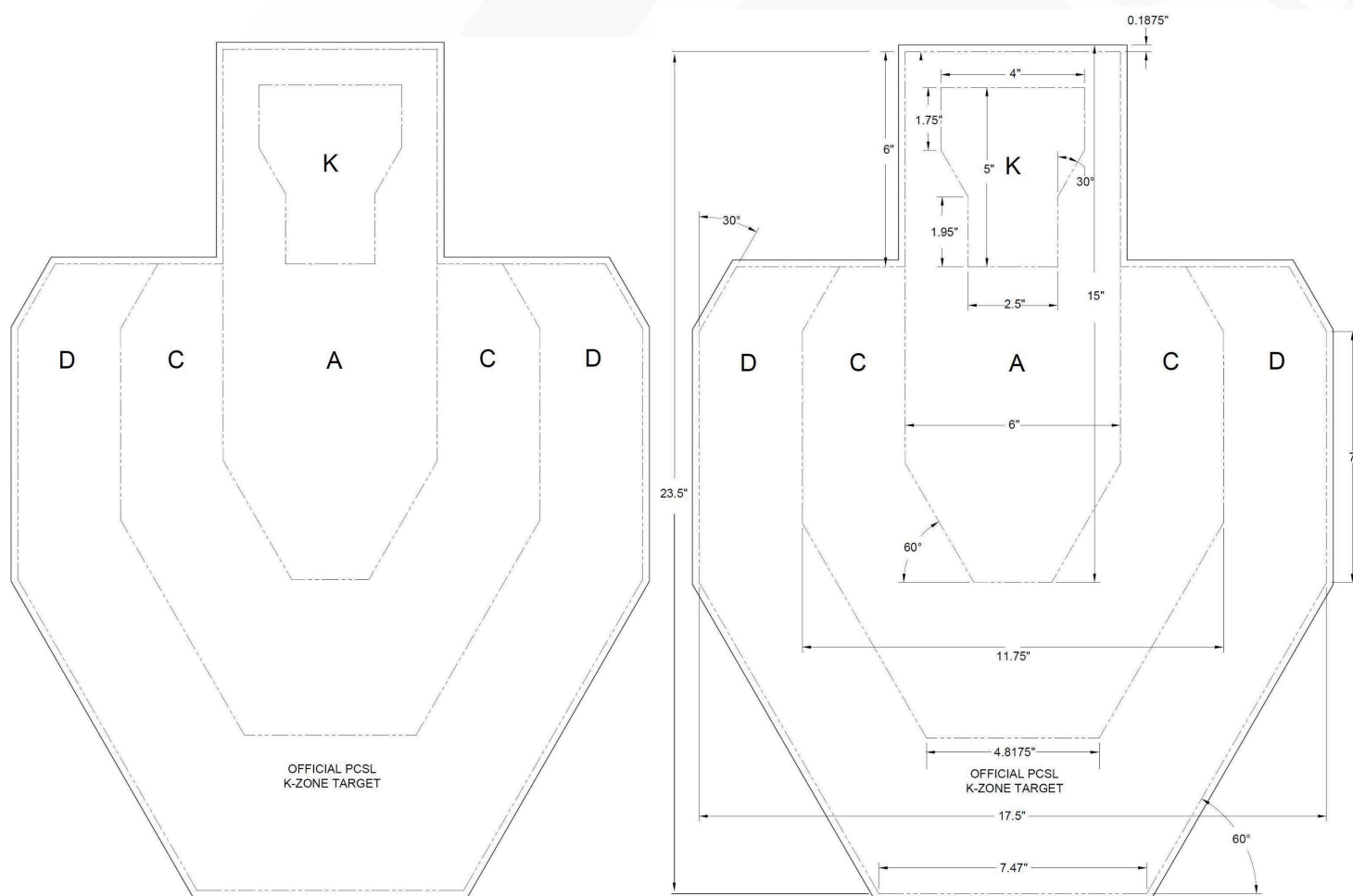
#### 7.1. PCSL K-Zone Paper Target

7.1.1. The PCSL K-Zone target has 4 designated scoring zones (K, A, C, D), delineated by perforated lines. The brown side will always be a designated handgun shoot target (or PCC target in the case of PCSL 1-Gun only), and the white side will always be a designated carbine shoot target. Note that in PCSL 2-Gun, you will only engage *white* paper with your PCC, as the PCC can only replace your carbine, not your handgun.

7.1.1.1. If a bullet strike partially breaks or is tangent to the perforated line of a scoring zone within a single target, it will be counted in the competitors favor as a hit in the higher of the two scoring zones.



- 7.1.1.2. If a bullet strike is partially inside or tangent to the scoring zones of multiple overlapping targets, including penalty targets, it will count once for each target it came in contact with.
- 7.1.2. In the case of paper shotgun slug or buckshot targets in PCSL 3-Gun/Multigun events, match directors can define either the brown or white side as a slug or buckshot target.
- 7.1.3. Diagrams:



## 7.2. Paper Penalty Targets (No-Shoots)

- 7.2.1. A “no-shoot” or penalty paper target will always be designated by solid red with a black “X” across the target. While it is recommended, these targets do not have to be PCSL K-Zone targets. Any similar paper target with a clearly defined outer scoring zone perforation can be used as a no-shoot target.
- 7.2.2. Unless otherwise specified, the maximum number of no-shoot penalties that can be earned per no-shoot paper target is two.

## 7.3. Reactive & Falling Steel

- 7.3.1. Most reactive types of steel fall when hit, but some (like a spinner) are neutralized in other ways. In general, a falling steel target is always worth one steel hit unless otherwise specified by the WSB. A spinner or other types of unique reactive steel targets do not have any standard scoring, and their values are left up to the MD or stage designer to determine.

**7.4. Static Steel**

- 7.4.1. Unless otherwise defined in the WSB, static steel targets need to be hit once to be neutralized and are worth one steel hit each.

**7.5. Color of Steel Targets**

- 7.5.1. Handgun steel targets will be painted blue.  
7.5.2. Carbine steel targets will be painted white.  
7.5.3. In 3-Gun only, handgun/birdshot option targets will be painted yellow, and birdshot only targets will be painted gray or left unpainted for convenience. Slug and buckshot targets have no defined color, although white, orange, gray, or another distinct color not in use on the rest of the stage are recommended.

**7.6. Frangible Targets**

- 7.6.1. Typically seen as clay pigeons, frangible targets may be used in matches and are generally worth one steel hit unless otherwise specified by the WSB. Frangible targets are considered hit even if chipped partially by the competitor's gunfire.

**7.7. Steel or Frangible Penalty Targets (No-Shoots)**

- 7.7.1. Steel no shoots will be painted solid red. Adding a black X across the face is optional. Frangible no-shoots do not have to be any specific color, but they must be clearly defined in the WSB, and must differ significantly in color from any frangible shoot targets on the stage, if applicable.  
7.7.2. Falling steel and frangible no-shoots must fall or be broken/chipped by gunfire in order to score. If another target or prop knocks them over or breaks them rather than a projectile fired by a competitor, they will not earn any penalty.  
7.7.3. Unless otherwise specified, the maximum number of no-shoot penalties that can be earned per no-shoot static steel target is two.

**7.8. Maximum Target Distances, and Minimum Target Sizes**

- 7.8.1. PCSL Pistol: 50 yard maximum for all target types, 16 MOA minimum size of the largest circular area that can be fully inscribed inside the target's face completely unbroken across the shortest diameter. Note that 16 MOA is 8 inches at 50 yards, 4 inches at 25 yards, and 2 inches at 12.5 yards.  
7.8.2. PCSL 2-Gun:  
7.8.2.1. Handgun: Identical to PCSL Pistol  
7.8.2.2. Carbine: 200 yards for all target types, 8 MOA minimum size of the largest circular area that can be fully inscribed inside the target's

face completely unbroken across the shortest diameter. Note that 8 MOA is 16 inches at 200 yards, 12 inches at 150 yards, 8 inches at 100 yards, 6 inches at 75 yards, and 4 inches at 50 yards.

7.8.3. PCSL Rifle (Standard): Identical to PCSL 2-Gun Carbine

7.8.4. PCSL Rifle (LR): 400 yd maximum for all target types. 4 MOA minimum size of the largest circular area that can be fully inscribed inside the target's face completely unbroken. Note that 4 MOA is 16 inches at 400 yards, 12 inches at 300 yards, 8 inches at 200 yards, 6 inches at 150 yards, 4 inches at 100 yards, 3 inches at 75 yards, and 2 inches at 50 yards.

7.8.5. PCSL 3-Gun: No target distance or size restrictions.

7.9. **Special paper target types:** WSBs may dictate alternative paper target types (such as print outs on sheets of paper, or blank sheets of printer paper to be replaced every shooter). These target types are recommended as buckshot targets to assist in timely reset.

7.9.1. These targets will typically only be found in PCSL Time Plus Points scored 3-Gun/Multigun matches. Standard FTN/Miss/FTE penalties will apply to these targets by default unless otherwise specified by the WSB. Refer to the WSB for specific neutralization rules.

For non-standard targets, it's important for the WSB (or match book, if the target is used repeatedly throughout the entire match) to clearly communicate exactly how the target shall be engaged and scored in the particular course of fire. MDs are encouraged to use their best judgment on types of targets used, and keep the following questions in mind:

- Can the target be engaged safely?
- Can the target be consistently presented to every shooter in the match?
- Can the target be scored efficiently and accurately by match staff?

## Range Equipment

*We feel the basic elements of range equipment and stage construction should be defined. These simple definitions will be added in an update shortly.*

**Walls**

**Fault Lines**

**Barrels**

**Target Sticks**

**Dump Boxes**

## 8. Stage Construction

*Will include restrictions on stage construction. We will keep this very lenient, but some things should definitely be standardized, like target presentations not enticing breaking the 180.*

## 9. Scoring & Scoring Types

PCSL officially recognizes two approved scoring types: **Hit Factor**, and Time Plus with Points. PCSL Pistol, Rifle, and 2-Gun events are completely designed around, and best scored, using the Hit Factor scoring type. Because of challenges with balancing the values of common targets seen in multigun (like spinners, flying clays, long range steel, shotgun slug paper or steel, etc), PCSL 3-Gun events are generally best scored using Time Plus Points for simplicity and ease of reset. Depending on stage design style and targets used, it is reasonable that a specific 2-Gun event may be run more coherently with Time Plus Points scoring, or that a specific 3-Gun event may lend itself better to Hit Factor scoring. Ultimately, the scoring type decision is left up to the MD.

While not recognized officially by PCSL, there are no issues with running alternate scoring systems (like Time Plus) and still using the general PCSL format. Match Directors are always encouraged to adapt the PCSL ruleset to best suit their own club's and shooter's needs.

### 9.1. PCSL Hit Factor Stage Scoring Methods:

#### 9.1.1. Standard

- 9.1.1.1. The WSB will define an engagement procedure. The competitor is free to complete this procedure in a freestyle manner as long as the WSB's engagement procedure is followed.
- 9.1.1.2. The WSB will define the specified round count per target. By default, all paper targets require two scoring hits. A K-Zone hit counts as two scoring alpha hits.
- 9.1.1.3. Any targets with less than their required scoring hits shall earn miss penalties for those missing hits.
- 9.1.1.4. All other penalties apply normally.

#### 9.1.2. Max Rounds

- 9.1.2.1. Currently, the PCSL fundamental classifiers Advance and Maxcellerator use Max Rounds scoring.
- 9.1.2.2. Max rounds scoring type may not be used for 20% or more of the stages in any PCSL Hit Factor match. That is, it may be used for 1 stage if there are 6 or more total, 2 if there are 11 or more, 3 if there are 16 or more, and 4 if there are 21 or more, etc.
- 9.1.2.3. The WSB will define an engagement procedure with a specified maximum number of shots the competitor is allowed to fire per

individual target, or per array of targets (arrays will be clearly specified by the WSB).

9.1.2.4. If a competitor fires additional shots over the maximum allowed per target, or array as a whole, an extra shot procedural penalty shall be applied per extra shot fired over the specified maximum.

9.1.2.5. If a competitor has additional scoring hits on a target or array over the maximum number of shots per the WSB, an extra hit procedural penalty shall be applied per scoring hit over the specified maximum.

9.1.2.6. No target shall ever be scored as a miss in Max Rounds scoring. Instead, all missing hits shall score as a No-Penalty Mike (NPM).

9.1.2.7. Failure to engage penalties still apply per target, if applicable.

## 9.2. PCSL Hit Factor Match Scoring Procedure, Target Values, and Penalty Values

9.2.1. At the end of a stage, the competitor's time will be recorded, and the hits on targets will be checked to determine the competitor's scored points - the sum of their total points shot, minus any penalties (including procedural penalties). The minimum scored points for a stage is 0.

9.2.2. The competitor's stage score will be their Hit Factor (HF), also referred to as Points Per Second (PPS). The competitor's HF is determined by dividing their scored points (including penalties) by the time (in seconds) they took to shoot the stage.

9.2.3. Each stage will have a maximum stage value. This is the maximum number of points available to be earned on the stage. For example, a stage with 13 paper targets and 6 steel targets will have a stage value of  $13 \times 10 + 6 \times 5 = 160$  points.

9.2.4. The competitor's HF will earn them a number of stage points. The number of stage points earned will be the competitor's HF as a percentage of the stage winner's HF, multiplied by the stage value.

9.2.4.1. EXAMPLE: A stage is worth 160 points. The stage winner shot 10.0 points per second on the stage. A different competitor shot 9.0 points per second on the same stage. That competitor will earn 9.0/10.0, or 90% of the 160 stage points available, which is 144 stage points. If the competitor is the stage winner, or ties the stage winner, they will receive 100% of the stage points available.

9.2.5. A competitor's match finish will be determined by the sum of all stage points calculated within the competitor's respective division.

9.2.6. The maximum number of points a competitor may receive per PCSL K-Zone paper target is ten (10) (unless a non-standard number of hits are required by the WSB).

9.2.6.1. The K-zone ("kilo") is worth two alphas (10) points per hit

9.2.6.2. The A-zone ("alpha") is worth five (5) points per hit

9.2.6.3. The C-zone ("charlie") is worth three (3) points per hit

- 9.2.6.4. The D-zone ("delta") is worth one (1) point per hit
- 9.2.7. For each paper shoot target, only the competitor's best two hits will count for score, each paper shoot target requires two (2) distinctly visible hits anywhere in the A, C, or D zones, OR one (1) hit in the K zone to be considered neutralized (unless otherwise specified by the WSB).
- 9.2.8. Steel and frangible targets are worth 5 points (equivalent to one Alpha) if hit, unless the WSB specifies otherwise.
- 9.2.9. Misses ("Mikes") - if a competitor fails to neutralize a target, they will be assigned one mike for each missing hit. Having no hits on a paper target will earn two mikes (or a different amount if the WSB requires a non-standard number of hits per target). Having no hits on a steel target or frangible target will earn one mike (or a different amount if the WSB specifies that particular target is worth more than one steel hit).
- 9.2.9.1. Each mike is worth minus 10 points (-10).
- 9.2.10. A procedural penalty is worth minus 10 points (-10).

### **9.3. PCSL Time Plus Points Match Scoring Procedure, Target Values, and Penalty Values**

- 9.3.1. At the end of a stage, the competitor's time will be recorded, and then the targets will be checked for neutralization.
- 9.3.2. After the targets are checked, the competitor will receive a stage time. The competitor's stage time will be their raw time shot, plus any penalties.
- 9.3.3. Each stage is worth 100 points. The competitor's points earned per stage will be a percentage of these 100 points available. The percentage will be equal to the stage winner's stage time (of the competitor's division) divided by the competitor's stage time. If the competitor is the stage winner, they will earn 100% of the stage points available.
- 9.3.4. A competitor's match finish will be determined by the sum of all stage points calculated within the competitor's respective division.
- 9.3.5. PCSL K-Zone paper targets are neutralized in the following ways, unless otherwise specified in the WSB:
  - 9.3.5.1. A single hit in the K-zone ("kilo")
  - 9.3.5.2. Two hits anywhere on target
  - 9.3.5.3. For shotgun slugs - a single hit anywhere on target ~~the K, A, or G Zone, or two hits in the D-Zone.~~
- 9.3.6. Failure to Neutralize (FTN) - only applies to paper targets
  - 9.3.6.1. If the target is hit, but not neutralized as described above, an FTN will be assigned and is a 5 second penalty per occurrence (+5s).
- 9.3.7. Misses ("mikes") - if a competitor **engages but** fails to hit a target at all, they will be assigned one mike. This applies to all target types.
  - 9.3.7.1. Each mike is a 10 second penalty (+10s).
- 9.3.8. FTE (Failure to Engage)



- 9.3.8.1. FTE applies to any target type. If the target was not engaged (shot at) at all, an FTE will be assigned for a 15 second penalty per occurrence (+15s). **Both a Mike and an FTE penalty shall not be applied to the same target - it is one or the other depending on engagement.**
- 9.3.9. Certain targets (long range/high value) may have enhanced Miss/FTE penalty value which must be stated in the WSB.
- 9.3.10. Hitting a penalty target (no-shoot), is a 5 second penalty (+5s), whether paper or steel.
  - 9.3.10.1. Unless otherwise specified by the WSB, the maximum number of no-shoots that a competitor can earn per target is **two**.
- 9.3.11. A procedural penalty is a 5 second penalty (+5s).

#### **9.4. Shoot-throughs**

- 9.4.1. Paper targets attached to the same set of target sticks, or paper targets that directly touch by sharing an edge or overlapping on another are considered to be in the same plane.
- 9.4.2. Paper targets and non-paper targets are never considered to be in the same plane.
- 9.4.3. Shoot-throughs passing through two or more overlapping paper targets **in the same plane** shall only count for score on the visible portions of the targets, and shall not count for score on any portion of a target completely obscured by the scoring area of another target.
- 9.4.4. Shoot-throughs passing through paper targets (including painted hardcover targets) to any target type **not in the same plane** shall score normally.
- 9.4.5. ~~Shoot throughs from paper to paper targets: Unless otherwise specified by the WSB, all paper targets are considered hard cover specifically for other paper targets. This includes both overlapping sets of targets on the same plane, and targets at completely different positions that have overlapping angles of engagement. As a result, it is very important that match directors and stage builders vet their stages for shoot through potential so that the match will run smoothly and can be scored accurately.~~
  - 9.4.5.1. ~~If a round impacts partially on the outer edge of the target (such that a portion of the hit diameter is outside the outer perforation of the target), that round shall score normally on any paper target it proceeds to impact.~~
  - 9.4.5.2. ~~If a round impacts completely inside the outer perforation of a target, the impact it makes on any other paper target will not be recognized.~~
- 9.4.6. ~~Shoot throughs from paper to steel or frangible targets:~~



9.4.6.1. ~~Paper targets are not considered hardcover for other non-paper targets. If a round travels completely through the scoring area of a paper target and impacts a steel or frangible target, that steel or frangible target shall score normally.~~

## 9.5. Hit Calls on Static Steel

9.5.1. At Level 2-4 PCSL matches, static steel targets **must either** be painted prior to every shooter (so that bullet impacts show clearly) **or shall be required to have a "HIT" call from an RO to be awarded the hit.** If a hit call is made in error, the shooter shall still receive the scored hit. On targets requiring hit calls, even if a competitor is sure of a hit, no neutralization will be awarded unless an RO has made the call. **It is recommended that Level 1 PCSL matches follow these same guidelines, but not required.** ~~ROs shall call "HIT" on every piece of static steel to the best of their ability.~~

9.5.1.1. Some static steel arrays may be shot more quickly than accurate hit calls can be verbally made by the ROs. In these cases, it's recommended to use the verbal indication "GOOD" at the completion of the entire array of static steel to let the shooter know that they have neutralized all targets in the array.

9.5.1.2. Some WSBs may require multiple hits on static steel targets. In these cases, the ROs should count up to the number of required hits rather than simply saying "hit". For example, if two static steel targets require two hits each, the hit calls should be "ONE", "TWO", "ONE", "TWO", etc.

## 9.6. Hit Calls on Frangible Targets (like clays)

9.6.1. ~~By default, hit calls shall not be made on frangible targets. Due to many cases of lightly hit or chipped frangible targets needing to be inspected at the conclusion of the stage to have an accurate call made, it is strongly encouraged that ROs do NOT call hit on these types of targets at all. The determination should be left up to the shooter on whether they want to re-engage the target if a hit was questionable.~~

9.6.2. ~~If an MD elects to have ROs assist shooters in calling hits on frangible targets, the hit calling must be kept consistent for every shooter in the match (i.e. if ROs used binoculars or a spotting scope to help see broken targets for some shooters, they should maintain that for all shooters in the match).~~ **An MD may elect to have hits called on frangible targets.** If a hit call is made and the target is found not to be hit, the hit call must still stand, just like it would with a steel target.

## 9.7. Calibration of steel/Calling hits on falling steel

9.7.1. PCSL does not **currently** measure power factor and has no minimum power factor requirement. As a result, the match director is encouraged to use their best judgment when determining what type of falling steel

targets to use on the stages. Targets that are minimally affected by wind and fall easily when hit are recommended.

- 9.7.2. The team of ROs will use their best efforts to maintain a properly calibrated set of targets on their stage and determine fair calls on a per-case basis. Part of these efforts include attempting to watch impacts on falling steel whenever safe and possible.
- 9.7.3. At Level 2-4 PCSL matches, falling steel targets (with the exception of shotgun birdshot targets) **must** be painted prior to every shooter (so that bullet impacts show clearly). It is recommended that Level 1 PCSL matches follow these same guidelines, but not required. The judgment criteria when examining a hit mark on steel is 50% or more of the projectile's diameter is clearly seen to have impacted the target. In close calls, favor the shooter. For shotgun birdshot, the steel must fall to score.
- 9.7.4. If falling steel is not being repainted for every shooter (Level 1 matches only), then it must fall to score. In cases where a target has clearly malfunctioned in a way that prevents it from falling, a re-shoot may be awarded per 6.13.1.
- 9.7.5. If falling steel is being repainted for every shooter (Level 2-4 matches), and a shooter impacts a falling steel target, see the following cases:
- 9.7.5.1. An RO sees the solid impact in real time and the target remains standing - The RO should immediately call "HIT" and the shooter moves on. Regardless of whether the impact diameter was more than 50% on the steel or not, the hit is awarded.
- 9.7.5.2. An RO sees a weak or questionable impact in real time and the target remains standing (e.g. popper is hit on the edge and only wiggles slightly) - The RO should remain silent and let the shooter determine if they want to re-engage the target. It is recommended in this case that the shooter re-engage to ensure a solid impact.
- ~~9.7.5.3. No RO is able to see the impact of the target. The shooter should use their best judgment and re-engage the target if necessary. If the target is left standing at the end of the stage, the hit mark on it shall be examined and a judgment call will be made. Remember that video evidence can be submitted to a designated CRO or the Range Master to make a more informed call.~~
- 9.7.5.4. In any of these cases, the target in question should be examined and adjustments to calibration made if necessary.
- 9.7.6. Falling steel that turns more than 45 degrees in place but does not fall should be considered hit, and ROs are encouraged to call hit on the clock to let the shooter know that the target is neutralized. If the RO does not call hit or can't determine if the angle is more than 45 degrees from their position, the shooter must decide for themselves on whether or not to continue to engage the target.

- 9.8. Par Time Scoring Procedures** - Stages may have par times assigned to ensure efficient match flow. Hit Factor and Time Plus Points scoring methods do not have OTS (over time shot) input fields, so the procedures for accurate scoring when shooters go over par are the following:
- 9.8.1. It is crucial that the timing RO be ready to issue the "STOP" command (or "TIME") as soon as the par time hits. If neither the RO nor shooter recognizes the par time has elapsed and the shooter continues engaging targets, it may be impossible to determine an accurate score and a re-shoot will need to be issued in these cases.
  - 9.8.2. Any shot fired within 0.30s after the par time shall score normally.
  - 9.8.3. The competitor's time recorded shall be the last shot fired, regardless of whether this time is over par.
    - 9.8.3.1. In the case that neither the competitor nor the RO hear the par time elapse and the competitor continues to shoot well after the par time before the RO realizes the mistake, a mandatory reshoot must be issued.
  - 9.8.4. Any shot taken after Par+0.30s at a previously unengaged target shall **not** be scored as an **engagement** but **will** count for the competitor's recorded time.
  - 9.8.5. Any hit made on a **non-paper target** after Par+0.30s shall **not** be scored as a hit but **will** count for the competitor's recorded time. ~~It is as if these shots were never taken.~~
    - 9.8.5.1. Example: A competitor is shooting a long range rifle position on a 120s par time stage. Their last two shots are 119.71s and 120.57s. Their second to last shot is a miss, but the single shot fired after par is a hit. The time recorded for the stage will be 120.57s - the time of the last shot fired (NOT the par time of 120.00s, or 120.30s, and NOT the previous time within par of 119.71s), and the steel target will **not** be scored as hit.
  - 9.8.6. If a paper target is being engaged as the par time elapses, ~~the ROs will do their best to determine which hits were within the par+0.30s and which were not. If these hits were not observed, video evidence may be used to determine an accurate score. In the case that an accurate score cannot be confidently determined,~~ the number of over time shots will negate the equivalent number of BEST hits on the target to determine the final score.
    - 9.8.6.1. Example: A competitor is shooting a paper target while the 120s par time elapses. The last three shots were recorded at 119.90s, 120.15s, and 120.40s. ~~The ROs did not see which hits were made in what order, and there is no video to review that shows the hits clearly.~~ The hits on the paper target are K, C, D. The time recorded for the stage shall be 120.40s, and the target shall be scored as

Charlie Delta, because the best hit (the Kilo) is negated by the single over time shot taken after par.

## 10. Procedural Penalties

Procedurals may be assigned for actions that disobey the instructions provided by the WSB, or other predetermined actions. Because PCSL allows stage procedures to be highly flexible, cases may arise where there is no clear ruling on exactly how many procedurals to assign for a certain infraction. In cases like these, it's recommended to assign the least amount of procedurals possible while still mathematically discouraging the course of fire from being shot in an anti-competitive or stage-breaking manner. Best practice is always to think ahead and explicitly list potential penalty values in the WSB for non-standard stages. In cases where judgments have to be made during the ongoing match, the RM and RO team should conclude on a fair application of penalties and do their best to inform all shooters of the decisions and enforce the ruling consistently throughout the match.

### 10.1. **Foot Fault** (engaging targets *while part of the body, firearm, or equipment is touching outside the shooting area*):

- 10.1.1. If no significant competitive advantage is gained (i.e. the position does not become easier to engage targets from by faulting), and the competitor is still at least partially inside the shooting area, only one procedural should be awarded per occurrence.
- 10.1.2. If a significant competitive advantage is gained or the competitor is completely outside of the shooting area, one procedural will be assigned per shot fired.
- 10.1.3. After faulting, the competitor is only considered to be back inside the shooting area when they are touching inside the shooting area with some part of their body and no longer touching anywhere outside the shooting area.
  - 10.1.3.1. Example: This means that a competitor cannot originate from outside the shooting area, jump in the air, fire shots while in the air, and land completely inside the shooting area. In this case, because the jump originated from outside the shooting area, the competitor would not be considered to be back inside the shooting area until they landed. Therefore these shots would have originated from completely outside the shooting area, which is an automatic per-shot procedural penalty.

### 10.2. **Failure to Engage** (failing to shoot at least one round at a target)

- 10.2.1. FTEs shall incur one procedural per occurrence, *in addition to* the mike (miss) penalties incurred for not hitting the target with the required number of rounds. For example, if a shooter does not engage a paper

target that requires two hits or one K-Zone, they will receive two misses *and* one procedural.

- 10.2.1.1. Note that in PCSL Time Plus Points scoring, the FTE field includes BOTH the miss (+10s) and procedural for not engaging the target (+5s), so the scorekeeper should NOT add a procedural on top of an FTE penalty using Time Plus Points scoring. The procedural is built in, and the FTE earns a 15 second penalty (+15s) by itself.
- 10.2.2. In order to not receive an FTE penalty on a target, the competitor must make a reasonable attempt to hit the target, rather than burning a round near the targets in the ground or backstop.
  - 10.2.2.1. In general, “reasonable attempt to hit the target” means at least taking the time to align the firearm’s point of aim in the general vicinity of the target before firing. ROs shall use their best judgment on these calls.
  - 10.2.2.2. Example: Three handgun paper targets are spaced a few yards apart from each other and only available from a difficult leaning position. The competitor barely gets an angle on the first visible target and quickly fires three rounds into the berm near the first target without making an effort to aim at each of the other two targets available. The competitor claims that they engaged each of the three targets and should not receive any FTE penalties, even though there are no hits on target. In this case, the competitor should be assigned the misses for all the targets, and two FTEs, since they clearly only made one “reasonable” attempt to engage the first visible target of the set.
  - 10.2.2.3. Example: A competitor gets into a long range rifle position with four targets spread out at various distances. They fire four shots in rapid succession with minimal, if any, change in point of aim. They claim they engaged all four targets and should receive no FTE penalties. In this case, either three or four FTE penalties should be assigned depending on if the ROs believed there was a reasonable attempt to at least aim at the first target in the set.
- 10.2.3. Note that the WSB may define an enhanced number of procedural penalties for not engaging certain targets that are determined to be of higher value or higher risk/reward.
- 10.3. False Start** (moving out of the correct start position before the start signal)
  - 10.3.1. In between the “Stand-by” command and the start signal, competitors are expected to remain static in the defined start position of the stage. Minor movements (such as fidgeting or slightly re-adjusting position of hands) will never result in a false start unless the competitor clearly moves out of the defined start position. However, large movements (such as leaning

before the buzzer to create momentum in anticipation) are not acceptable.

- 10.3.2. If the timing RO notices a competitor making large movements before the start signal, they should not initiate the stage and should instead remind the competitor to remain in place until the start signal.
- 10.3.3. If the competitor makes a false start before the start signal and the RO does not react in time and initiates the start signal anyway, one procedural shall be issued, **UNLESS:**

- 10.3.3.1. The competitor corrects their false start by reassuming the correct start position before moving to begin the stage again. In these cases where no advantage has been gained (in many cases the competitor is worse off because they now have a delayed start), no procedural shall be issued.

- 10.3.3.2. **Example:** A competitor anticipates the start signal, or believes in error that they heard the signal. They move their hands out of the correct start position in a motion to draw their handgun. Upon the actual start signal going off, the competitor realizes and fixes their mistake by briefly returning their hands to the correct start position and then re-initiating the draw to begin the stage.

#### **10.4. Engaging targets with wrong firearm**

- 10.4.1. First, if any unsafe engagement is made (such as accidentally engaging a close handgun steel target (<50 yards distance) with a rifle caliber, the shooter should be immediately stopped and receive a stage DQ per section 12.

- 10.4.2. Note that in many of the following cases, shooters will most likely be using a Pistol Caliber Carbine as their carbine. In these cases, the caliber will likely be shared with the handgun (9mm) making determining which hits were made with which firearm difficult. Additionally, shooting handgun steel at close distances with a PCC is not unsafe and the shooter should not be stopped as in the case with rifle caliber at close distances. The following clarifications assume that the engagement made is safe, although with an incorrect firearm:

- 10.4.3. Targets must be engaged and hit with the correct firearm in order to score. If they are not engaged with the correct firearm, an FTE penalty will be applied and the target will be scored as missed, *even if the shooter engages and hits the target with an incorrect firearm.*

- 10.4.3.1. Example: a competitor's carbine catastrophically malfunctions or the competitor runs out of ammo. They proceed to engage the remaining carbine targets with their handgun. In this case, all engagements and hits made on the carbine targets with the handgun will be scored as if they never occurred.

- 10.4.4. Falling & reactive steel: if a competitor safely engages falling steel targets with the wrong firearm (such as knocking down handgun poppers with a PCC), they will automatically receive a miss and FTE penalty for each target engaged with the wrong firearm, because there is no way to engage the target correctly since it is no longer available to shoot at.
- 10.4.5. Static steel: if a competitor safely engages static steel targets with the wrong firearm, it is treated as if nothing happened. They are simply wasting time and ammo. The competitor will not receive a hit or engagement on the targets by hitting them with the wrong firearm, but since the steel is static, the competitor does have the opportunity to go back and re-engage the same targets with the correct firearm to score normally.
- 10.4.6. Paper Targets:
  - 10.4.6.1. If engaging paper targets with the wrong firearm of a separate caliber (such as shooting a carbine paper with handgun, when using .223 and 9mm), where the holes made on target are obviously differentiated from one another, the incorrect engagements and hits are treated as if they never occurred, similar to the process for static steel listed above.
    - 10.4.6.1.1. Paper no-shoots are not differentiated between handgun or carbine, so different caliber hits on the same no-shoot target will all count for score (regardless of the location of the no-shoot target on the stage).
  - 10.4.6.2. If engaging paper targets with the wrong firearm of the same caliber (such as shooting a handgun target with a 9mm PCC while also using a 9mm handgun - except in the rare case where hits can easily be determined by bullet type, e.g. large clean holes left by target hollow points out of a handgun and ragged holes left by round nose bullets out of the PCC): ~~one procedural shall be assigned per incorrect target engaged.~~
    - 10.4.6.2.1. ~~Additionally,~~ If the competitor does not then engage the targets with the correct firearm, they will ~~also~~ receive an ~~separate~~ FTE procedural and misses for the **incorrectly engaged targets.**
    - 10.4.6.2.2. If the competitor does go back and re-engage these targets with the correct firearm, **the target will be scored by ignoring the equivalent number of best hits as the number of shots taken at the target from the wrong position.** ~~the targets will be scored as shot with the best hits counting regardless of which firearm they originated from, but the procedural penalty per target still applies.~~

## 10.5. Engaging targets from the wrong position



- 10.5.1. First, if any unsafe engagement is made (such as accidentally engaging a close handgun steel target (<50 yards distance) with a rifle caliber, the shooter should be immediately stopped and receive a stage DQ per 9.8.
- 10.5.2. Targets engaged from completely outside the shooting area are automatically considered to be engaged from the wrong position.
- 10.5.3. Unless otherwise specified, targets may be engaged from anywhere they are visible from within the shooting area. However, the WSB may require certain targets to only be engaged from a specific position. Targets must be engaged and hit from these specified positions in order to score. If they are not engaged from the defined position, an FTE penalty will be applied and the target will be scored as missed, *even if the shooter engages and hits the target from a different position.*
- 10.5.3.1. Example: The WSB states that the three carbine steel targets must be engaged through a specific port. The competitor engages them from a separate position downrange. These three targets will be scored as misses and incur one FTE penalty each **unless** the shooter realizes their mistake and returns to the port to re-engage the targets from the correct position.
- 10.5.4. Falling & reactive steel: if a competitor safely engages falling steel targets from the wrong position, they will automatically receive a miss and FTE penalty for each target because there is no longer any way to engage the targets correctly since they are no longer available to shoot at.
- 10.5.5. Static steel: if a competitor safely engages static steel targets from the wrong position, it is treated as if nothing happened. They are simply wasting time and ammo. The competitor will not receive a hit or engagement on the targets by hitting them from the wrong position, but since the steel is static, the competitor does have the opportunity to go back and re-engage the same targets from the correct position to score normally.
- 10.5.6. Paper Targets:
- 10.5.6.1. If a competitor engages paper targets from the wrong position and then does not re-engage the targets from the correct position, each target will be scored as though it was never engaged, earning mikes and FTE penalties.
- 10.5.6.2. If a competitor originally engages a paper target from the wrong position, but then corrects their mistake and re-engages the same target from the correct position, the hits made on target will likely be indistinguishable from those made in the right position. In this case, **the target will be scored by ignoring the equivalent number of best hits as the number of shots taken at the target from the wrong position.** ~~the targets will be scored as shot but the~~

competitor will earn one procedural penalty for ~~each target~~  
engaged from the incorrect position.

**10.6. Failing to activate a moving target before engaging**

- 10.6.1. Engaging a moving target prior to activating it per the WSB will automatically result in one procedural assigned per shot fired at that target unless the WSB specifically allows for the option to engage the moving target prior to activation.
- 10.6.2. In the case of a piece of falling steel activating the moving target, the target is considered to be “activated” the moment the bullet strikes the activator target as long as the activator then proceeds to fall and activate the moving target.

## **11. First Strike Warning System**

Certain serious infractions listed below that do not immediately put other persons in danger may be determined by the RM to warrant a severe warning rather than an immediate match disqualification. In the following cases, the RM may issue a “first strike” against the competitor in order to give them a second chance to complete the match without committing other serious infractions.

A “first strike” may only be issued by the RM. An RO may not issue a first strike warning themselves. The RM must be called to handle the situation. If issued, the first strike must be personally noted by the RM, the offending competitor, and at least one other range official, typically an RO involved in the incident. If the competitor who received the first strike receives another strike at any point during the event (including cases where the competitor is shooting the match an additional time for a new score), the competitor shall be immediately disqualified from participation in the event.

The first strike tool may also be used by the RM to handle unique situations not covered in the rulebook where a severe warning is warranted. The scenarios listed below are a non-exhaustive list of cases in which a first strike may be issued.

**11.1. Suspected Cheating/Unsportsmanlike Conduct (in the case of blatant cheating/unsportsmanlike conduct, the competitor shall be disqualified per rule 12.7)**

- 11.1.1. Removing ear/eye pro on the course of fire in order to be awarded a re-shoot.
- 11.1.2. Intentionally backtracking in a way that doesn’t advance the competitor’s completion of the course of fire in order to create a situation of RO interference to be awarded a re-shoot.

11.1.3. Egregious abandonment of squad, or continual failure to reset without good reason.

11.1.4. Using a full auto capable trigger in full auto mode shall result in a "STOP" command being issued by an RO, a Stage DQ, and a first strike warning.

**11.2. Dropped loaded handgun without direct handling by competitor due to holster retention issue, usually during aggressive movement.** In the case that the RM determines the holster retention issue can be corrected for the rest of the match, the competitor shall be required to adjust or change their holster to the satisfaction of the RM. Competitor shall still receive a stop command and Stage DQ at minimum (even if the infraction was committed during the make ready procedure and before the start signal), and a Match DQ if the competitor refuses to or cannot remedy their equipment.

11.2.1. This rule **does not apply** if the competitor is using a race type holster with a lock, and failed to lock the holster during the action that resulted in the dropped gun.

**11.3. Dumping guns off safe?**

## 12. Match and Stage Disqualifications

### Match Disqualifications:

The following major safety violations will be grounds for match disqualification.

#### 12.1. Accidental discharge (AD):

12.1.1. Any round traveling directly over a backstop or berm.

12.1.2. Any round impacting the ground within 5 feet of the shooter, provided it is not at a legitimate target within 5 feet from the correct shooting area (such as with low targets through a port, etc)

12.1.3. Any round discharged while manipulating the firearm during reloading, unloading, taking corrective action on a malfunction or perceived malfunction, or

12.1.4. While clearly not engaging targets

12.1.4.1. With the exception of "burning" the round. "Burning" the round means deliberately firing a shot into a safe backstop in order to unload the firearm or transition to the next round in the magazine (such as in the case of switching ammo types - e.g. bird to buck/slug, short range to long range, etc.)

12.1.4.2. If a competitor is planning a burned round on the stage, it is highly recommended that they inform the RO prior to the stage start to avoid confusion. In the case that the RO mistakenly interprets a

burned round as an AD and stops the shooter, the RM will be called and a reshoot should be issued.

**12.2. Dropping or losing control of a loaded firearm.**

- 12.2.1. If this occurs, the competitor shall not make any effort to retrieve the firearm, as this can result in an unsafe situation of trying to quickly grab the firearm out of their control, possibly resulting in an accidental discharge in an unsafe direction.
- 12.2.2. The RO should react as quickly as possible and issue the "STOP" command, then the RO will proceed to handle and make the dropped firearm safe.

**12.3. Flagging/Sweeping**

- 12.3.1. If at any point the muzzle of an unholstered firearm (whether loaded or unloaded) points at any part of the competitor's person or other person, the competitor shall be disqualified from the match.
- 12.3.2. A slung and cleared carbine as required by the start position is exempt from this rule until the magazine or ammunition feeding device makes contact with the firearm, rendering it loaded per section 1.4.
- 12.3.3. Depending on holster type and competitor's build, drawing and re-holstering may require flagging of the competitor's person. In these cases, the competitor will be exempt only at the moments of re-holstering or drawing the handgun.

**12.4. Breaking the 180 or other defined safety angle for the course of fire**

- 12.4.1. If the competitor points any firearm uprange of the designated 180 line for the bay (usually perpendicular with the direction of the bay, but may be variable and dictated in the WSB), they will be disqualified from the match.
- 12.4.2. When drawing a handgun, the competitor's holster must be positioned so that the angle of the grip of the holstered handgun does not break the 180 (i.e. on a turn-and-draw type start the competitor must turn so that their holster clears the 180 line before drawing the handgun).
  - 12.4.2.1. Assuming the holster is oriented in a proper direction, the competitor has a 3 ft exclusion radius around their feet, **only during the draw**, where drawing the handgun is not considered to break the 180 (for example, in the case of holsters with a slight forward cant).
- 12.4.3. On certain stages, additional designated safety angles may be clearly marked and defined by the WSB. When these angles are in effect, there is a strict zero tolerance policy on keeping the muzzle from crossing the markers, and pointing a firearm outside of the designated safe muzzle directions for the stage will result in a match disqualification.

**12.5. Unsafe handling of firearms** (handling firearms outside of one of the approved situations listed in 1.3.1) shall result in a first strike per Section 11, and match

disqualification on further occurrences. If the handling of firearms violates 12.3 the first strike does not apply and the competitor shall be DQed immediately.

- 12.6. Violation of the cold range policy (1.2)**
- 12.7. Unsportsmanlike conduct, attempts to cheat, or aggressive behavior, physically or verbally,** toward any person, may also be grounds for match disqualification.
- 12.8. Intoxication or being under the influence of mentally or physically impairing substances while on the range during a competitor's scheduled shooting times** shall result in match disqualification.

### **Stage Disqualifications:**

Breaking certain safety rules may not result in an immediately dangerous situation, but may allow for a potentially dangerous situation to develop. In these cases, it would be irresponsible to allow the shooter to continue while only receiving a scoring penalty for the action. Instead, the stage DQ is a penalty that stops any potentially dangerous situation from arising in the moment but allows the shooter to review their actions and apply corrections to their behavior for the duration of the match.

If one of these situations arises, the "STOP" command shall be issued by the RO and the competitor's score for the stage will be removed. This offers a less punishing learning opportunity than a full match DQ, giving the competitor a chance to continue the match with higher safety standards.

- 12.9. Engaging steel targets at unsafe distances.**
  - 12.9.1. Example: Shooting a handgun steel target (within 50 yards) with a rifle caliber
  - 12.9.2. Example: Shooting a steel target from an unsafe distance (within 7 yards)
- 12.10. Holstering a loaded handgun with manual safety disengaged, and hammer cocked.**
- 12.11. Dropping an unloaded firearm.**
  - 12.11.1. If this occurs, the RO will issue the STOP command, secure and check the firearm safely, and if the firearm is completely unloaded, the competitor will receive a stage disqualification but be able to continue the match.
  - 12.11.2. A slung empty rifle, as cleared by the RO during the make ready portion (or cleared via DMT engagement), is considered inert until an ammunition feeding device makes contact with the magwell. Therefore a dropped inert rifle will not result in a stage disqualification unless the competitor has already made an attempt to load it.
- 12.12. Keeping a finger inside the trigger guard while clearly not engaging targets,** such as while reloading, moving, etc. The RO shall clearly issue a "finger" warning when the incident is first noted, and issue the "STOP" command and stage DQ on

any further occurrence. ROs should only issue this warning if the trigger finger is clearly inside the trigger guard (not hovering around trigger guard).

**12.13. Prone with a holstered handgun** - this will result in a "STOP" command and a stage DQ **unless one of the following situations applies:**

- 12.13.1. The holstered handgun began the stage completely unloaded as part of the start condition, *and* the competitor has not yet loaded the handgun during the stage, *or*
- 12.13.2. The handgun was once loaded during the stage, but the competitor correctly followed a specified **DMT** (drop-mag target) unloading procedure on the clock **as specified in the WSB**, rendering the handgun cleared, before re-holstering it and going prone.
  - 12.13.2.1. Note that a competitor may NOT clear their handgun themselves on the clock, *even if following the exact DMT procedure*, unless the WSB explicitly requires the DMT procedure to be executed on the stage. If there is no DMT procedure for the handgun, and the handgun was once loaded at some point during the stage, the *only option* is to abandon the handgun in a designated dump box before going prone.

**12.14. Engaging targets while handling multiple firearms simultaneously, or while a firearm is grounded in an unacceptable abandonment location, or while leaving the vicinity of a grounded firearm.** (see rules 6.8.2 and 6.10.2/6.10.3)

## 13. Arbitration of Rules

- 13.1. Occasional disputes are inevitable. If any issues arise, the team of ROs on a stage must first make an initial call on what they believe is the correct score, or correct application of penalties based on competitor actions during the course of fire.
  - 13.1.1. In cases that are "too close to call", standard practice should be to call in the shooter's favor.
  - 13.1.2. If a competitor legitimately does not agree with the RO team's call, they have the right to submit video evidence or request a final judgment from the RM.
  - 13.1.3. For extremely close scoring calls on paper, the competitor may ask the target to be pulled and replaced for review by the RM. The RM's ruling will be final. In cases where the target is pulled for review, a replacement target should be immediately affixed and the next shooter in the order should be run.



- 13.1.4. In order to preserve match flow and scheduling, the ROs may approve the shooter's tentative score prior to the final decision and an edit can be made later if deemed necessary.

### **13.2. Video Evidence**

- 13.2.1. Video evidence may be submitted to the RO team or RM in order to determine the proper outcome of a dispute.
- 13.2.2. Video evidence that is submitted for judgment on a specific scoring, penalty, or disqualification dispute will never be used to implicate the shooter of an unrelated infraction, no matter how serious.
  - 13.2.2.1. *Example: A shooter believes he hit a steel target, but the RO did not call a hit because he saw a splash of dirt next to the target. Reviewing the video shows that the shooter hit the steel target on the edge, and the dirt splash was caused by a bullet fragment. It is also noted that in the video, the shooter's foot is touching the ground outside the shooting area, but during the stage the ROs did not notice the foot fault. In this case, the shooter would receive the hit for the steel target, but not the penalty for the foot fault, because the video evidence was submitted only to resolve the scoring dispute over the steel target.*
- 13.3. Any situation not specifically addressed in the rulebook shall be up to the RM to issue a fair and thoughtful ruling, or the arbitration committee if one has been established for the event.

## **14. Glossary**

1. Carbine/Rifle - these terms may be used interchangeably
2. COF - Course of Fire
3. DQ - Disqualification, either from the stage (resulting in a DNF) or entire match
4. DMT - Drop-mag target, see section 6.6
5. DNF - Did not finish, earning 0 points for the stage
6. HF - Hit Factor (may be used interchangeably with PPS or points per second)
7. Long Gun - refers to either a rifle or shotgun, but not a handgun
8. MD - Match Director
9. RM - Range Master
10. RO - Range Officer
11. CRO - Chief Range Officer
12. WSB - Written Stage Brief
13. Pistol/Handgun - these terms may be used interchangeably. "Pistol" in the context of this rulebook shall always refer to a handgun type firearm, and not a carbine in a pistol configuration.



- 14. PPS - Points Per Second (may be used interchangeably with HF - Hit Factor)
- 15. PCC - Pistol Caliber Carbine
- 16. MOA - Minute of Angle