

# **PCSL GENERAL RULEBOOK**

**RELEASE VERSION: April 2023**

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# 1. Range Safety

## 1.1. Follow these 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

- 1.2.1. Throughout the event, the property will be treated as a cold range. 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.
- 1.2.2. Shotgun Pre-Loading areas will be designated on a per-stage basis. Pre-loaded shotguns may be carried vertically from the pre-load area to the stage without RO supervision.

## 1.3. Handling of firearms while on the range

- 1.3.1. Any direct handling of firearms outside of their respective bags, carts that hold the carbine with muzzle in a safe direction as to not flag any competitor, cases, or worn holsters 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.
  - 1.3.1.3. For the carbine/rifle: carried with the muzzle vertically up or down, to or from a course of fire.
  - 1.3.1.4. For a handgun in a detachable holster: the holstered handgun may be detached from the competitor's person as long as the competitor is within 6 feet of a side berm or at a designated safe area, and still keeps the holstered muzzle pointed in a safe direction at all times.
  - 1.3.1.5. At a designated function fire area, following the safety procedures outlined in (1.6).
- 1.3.2. 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 will be strictly enforced. Pointing a firearm, even completely unloaded, in an unsafe direction, will incur a warning or ejection from the match based on severity.
- 1.3.3. A carbine/rifle 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.

**1.4. 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. Chamber Flags** - while use of chamber flags in carbines/rifles is recommended so that any third party can quickly verify an open action, they are not required per PCSL rules. However, match directors and ranges may elect to require chamber flags as part of their events.

**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 or be self-ROed by the shooters who are using 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. Cease Fire
  - 1.6.5.1. 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).
  - 1.6.5.2. On the designated firing line during a ceasefire, no firearms may be handled, loaded in any condition, or left pointing down range or in any other unsafe direction, even when completely unloaded. Instead they must be bagged, holstered, or repositioned to face into a side berm or other safe area.

**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.
- 1.9. Any person (competitor, spectator, or otherwise) who fails to follow any of the Range Safety rules outlined in section 1 may be subject to an immediate match disqualification and/or ejection from the range property.

## 2. Competitor Equipment

- 2.1. **Holster** - required (except when shooting PCC division in PCSL 1-Gun)
  - 2.1.1. The holster must be worn by securing to the competitor's belt.
    - 2.1.1.1. Holsters that are secured to a competitor's belt and have an additional leg-strap for stabilization are specifically allowed, as long as the belt attachment is in use.
    - 2.1.1.2. 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.
  - 2.1.2. The holster must completely cover the trigger guard of the handgun when it is holstered.
  - 2.1.3. The competitor's belt must be worn at waist level.
  - 2.1.4. 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 can be as long as the handgun can always be drawn safely.
- 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 can 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).
- 2.4. **Firearm and equipment changes throughout the match**

- 2.4.1. In PCSL 1-Gun 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.
- 2.4.2. In PCSL 3-Gun or Multigun events, firearm changes are still permitted provided the carbine's caliber remains the same (or effectively similar - such as switching from 5.56x45mm to 5.45x39mm). After a competitor has shot their first stage, they must stick with a similar carbine caliber for the rest of the match.
  - 2.4.2.1. The purpose of this rule is to prevent an advantage from being gained by bringing specific "long range/high caliber" firearms for the stages that have long range targets (or other special reactive targets like spinners), then switching back to a smaller caliber for the stages that do not include these targets. In standard PCSL 2-Gun, the 200 yard maximum range and 8 MOA minimum target size negate any advantage obtained by caliber swaps, and therefore the caliber equivalence rule only applies to multigun events. Additionally, 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.
- 2.4.3. Competitors **may only use one of each required firearm type** on each course of fire. Note that "stage guns" that may be integrated into the course of fire are considered separate from the competitor's firearms for the stage.
  - 2.4.3.1. 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.

## 2.5. Eye protection

- 2.5.1. Every individual (even non-competitors) must wear eye protection at all times while on the range during shooting hours

## 2.6. Ear protection

- 2.6.1. Ear protection must be worn by each competitor as they are shooting.
- 2.6.2. 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.
  - 2.6.2.1. 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 match disqualification may be issued.
- 2.6.2.2. A competitor should never risk hearing damage for the sake of earning a better score on a stage. Competitors are encouraged to notify the ROs in cases where the ROs may not notice the ear protection has been lost.

### **3. Divisions**

Divisional equipment requirements can be found in their respective documents. See below for links to these equipment rules:

[PCSL 1-Gun Divisions and Scoring](#)

[PCSL 2-Gun Divisions and Scoring](#)

PCSL 3-Gun/Multigun Divisions and Scoring - still under revision

### **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 squads 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, or match disqualification 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, etc, is not considered abandoning a squad.

- 4.4.1. It may not always be the case that competitors must stay with their squad at all times, such as at certain events like those with staff or volunteer reset.

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

- 4.5.1. 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.
- 4.5.2. 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 scoring calls.

#### **4.6. Range inspection and stage walkthroughs**

- 4.6.1. During the specified open hours of the event, as long as there is not a shooter or squad currently shooting on a stage, competitors may freely walk through and observe the stage.
- 4.6.2. Activating or manipulating moving targets, altering or marking the course of fire, or anything else determined to be done as to gain an unfair advantage is not allowed and may be grounds for match disqualification. Note: If falling steel targets are down, competitors may reset them as needed to get the real view of the presentation. However, activated or moving targets that are set in place or at rest must be left untouched.

## **5. Stage Procedures**

### **5.1. Written Stage Brief (WSB)**

- 5.1.1. Each stage shall have a written stage brief published and posted at the stage. The stage brief will include all information needed to shoot the stage. These elements include the following:
  - 5.1.1.1. The minimum round count (assuming 2 per paper target - or other required count per target if nonstandard) for each firearm.
  - 5.1.1.2. Types and number of targets for each firearm.
  - 5.1.1.3. Maximum point value of the stage (if using PPS scoring).
  - 5.1.1.4. Par time (if applicable).

- 5.1.1.5. The start condition of the competitor and the competitor's firearms.
- 5.1.1.6. The full stage procedure.
- 5.1.1.7. Notes regarding the individual stage design, such as explaining uncommon stage elements, props, scoring procedures, etc, if applicable. *If there are any non-standard procedures required in the stage, it is highly recommended to explicitly list in the WSB how many procedural penalties will be assigned for failing to complete the procedures as intended (such as manipulating a prop or skipping a physical obstacle).*
- 5.1.1.8. Safety notes related to the specific stage (such as safe-angle definitions on non-standard bay layouts or natural terrain areas), if applicable.
- 5.1.2. 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.
- 5.1.3. If there is any discrepancy between the WSB and the general rulebook (e.g. more strict safety procedures or safe muzzle directions on a stage) the WSB will always be taken as the final ruling on procedures.

## **5.2. "Make ready."**

- 5.2.1. When a competitor is up to shoot, and the ROs have determined the stage is clear, the ROs will give the "Make Ready" command.
  - 5.2.1.1. 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).
  - 5.2.1.2. If the competitor is up to shoot and does handle their firearms inappropriately prior to being given the make ready command, they should be issued a warning (if no real unsafe action was taken - more than likely this will happen due to nerves and forgetting to wait for the command), 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 final say on disqualification calls.
- 5.2.2. 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.

## **5.3. "Are you ready? Standby."**

- 5.3.1. When the competitor appears ready to start the stage, or gives a verbal confirmation, the RO handling the timer will make this command.



- 5.3.2. There is no requirement of the shooter to respond. Silence will be taken as confirmation that the shooter is ready.
  - 5.3.2.1. If the shooter is not ready, it is their responsibility to speak up and notify the RO.
- 5.3.3. After the “standby” command, the shooter will wait for the start signal, and then begin the stage.
- 5.4. “If you are finished, unload and show clear. If clear, hammer down, holster (for handguns)/flag or muzzle up (for carbines).”**
  - 5.4.1. When the competitor appears to have completed the stage, the RO will speak this command.
  - 5.4.2. 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.
    - 5.4.2.1. In some situations a competitor may end the stage with both a loaded 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.
- 5.5. Stop Command**
  - 5.5.1. Any RO may issue the “STOP!” command at any point in the stage.
    - 5.5.1.1. This may 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.
    - 5.5.1.2. If this command is issued, the shooter must cease what they are doing and safely stop, awaiting further instruction from the RO.
- 5.6. Coaching & “Coachable Shooters”**
  - 5.6.1. For standard competitors, coaching is not allowed either by an RO or other person. It is the competitors 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.
    - 5.6.1.1. 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.
    - 5.6.1.2. 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” 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.

- 5.6.1.3. 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, and they still have the *left* target remaining. 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.
- 5.6.2. Having an option for competitors to select being a "coachable shooter" is highly recommended at all levels of PCSL matches. Coachable shooters are simply 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.
- 5.6.3. Stipulations only for Hard as Hell Multigun Events (or other events where the MD elects to allow coaching and competitor assistance):
  - 5.6.3.1. For certain events, the MD may elect to allow all forms of coaching. In these cases, coaching is encouraged from 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.
  - 5.6.3.2. 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.
    - 5.6.3.2.1. Premeditated substitutions 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 in equipment as a last resort. Violating or attempting to game this rule may be viewed as unsportsmanlike conduct and may be grounds for disqualification.

- 5.7. Reholstering of a loaded handgun** is always allowed unless otherwise specified by the WSB. However, the following conditions must be met:
- 5.7.1. The handgun's manual safety is engaged (if applicable), OR the external hammer is decocked OR the handgun is strike-fired
  - 5.7.2. 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.
- 5.8. Drop-Mag Target (DMT) procedures**, (requiring unloading firearms on the clock as part of a stage procedure):
- 5.8.1. In the specific case that an MD or stage designer wants to implement the mechanic of requiring 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:
    - 5.8.1.1. Competitor completely removes magazine/source of feed from the firearm with a round chambered.
    - 5.8.1.2. Competitor fires the chambered round safely at the DMT specified in the WSB.
    - 5.8.1.3. At this point, the firearm is considered cleared by the RO, and the competitor can proceed with the next portion of the stage.
    - 5.8.1.4. A couple examples of where this would be ideal include 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. Or 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.
  - 5.8.2. If a competitor does not exactly adhere to the previous process during the stage (where the RO is unable to make an absolute determination that the firearm is clear), 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.
- 5.9. A competitor is never permitted to go prone with a loaded holstered handgun.**
- 5.9.1. All stages requiring prone will have the competitor 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.

#### **5.10. Abandoning/Dumping of Firearms**

- 5.10.1. 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 platforms on a 3-gun/multigun stage.
- 5.10.2. Many stages will require competitors to abandon and transition firearms in a specific manner per the WSB.
- 5.10.3. A competitor may never engage targets while handling multiple loaded firearms simultaneously. Doing so should result in a STOP command and a stage disqualification.
- 5.10.4. Unless the WSB requires a DMT procedure per 5.9 for a carbine or shotgun, a competitor may never re-sling a carbine or shotgun that was once loaded at any point during the course of fire. 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.
- 5.10.5. 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.
- 5.10.6. 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 5.11.3 and 5.11.4 are not violated, unless otherwise specified by the WSB.

#### **5.11. Grounding of Firearms**

- 5.11.1. A competitor is allowed to place their firearm on the ground, provided that the firearm is on safe, pointed in a safe direction, and not precariously positioned. A competitor may want to do this in order to help them overcome a physical obstacle, or free up hands to address other equipment, etc.
- 5.11.2. A competitor must stay within reaching distance of a grounded firearm. Leaving the vicinity of a grounded firearm will result in a stage DQ.
- 5.11.3. While a firearm is grounded, a competitor may NOT engage any target with their other firearm. Doing so will result in a procedural per target engaged. In order to engage targets with the other firearm, the current firearm must either be safely re-holstered or placed in a designated dump box.

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

- 5.12.1. 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.
- 5.12.2. 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.
- 5.12.3. 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:
  - 5.12.3.1. 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.
  - 5.12.3.2. 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.
  - 5.12.3.3. 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.
  - 5.12.3.4. 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.
  - 5.12.3.5. If a wall is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.
- 5.12.4. Bracing on barrels, dump boxes, and other props:
  - 5.12.4.1. 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.
  - 5.12.4.2. 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.
  - 5.12.4.3. 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.
  - 5.12.4.4. If a prop is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.

- 5.12.5. If engagements are made by bracing in an illegal way, procedurals should be assigned as if these infractions were standard foot faults. In the case of bracing for support, it is always assumed to be a significant competitive advantage, and a per-shot procedural penalty should be assigned for the illegal position. Refer to section 6.1 to determine how to assign penalties in these situations.

### **5.13. Shoot-throughs**

- 5.13.1. 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.
  - 5.13.1.1. 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.
  - 5.13.1.2. 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.
- 5.13.2. Shoot-throughs for paper to steel or frangible targets:
  - 5.13.2.1. 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.

### **5.14. Par Time Procedures**

Stages that are scored using standard points per second or time-plus points scoring may have par times assigned to ensure efficient match flow. These scoring methods do not have OTS (over time shot) input fields, so the procedures for accurate scoring when shooters go over par is the following:

- 5.14.1. 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 or 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.
- 5.14.2. Any shot fired within 0.30s after the par time shall score normally.

- 5.14.3. The competitors time recorded shall be the last shot fired, regardless of whether or not this time is over par.
- 5.14.4. Any shot taken after Par+0.30s shall not be scored. It is as if these shots were never taken.
- 5.14.5. If paper targets are 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.
- 5.14.6. Examples:
  - 5.14.6.1. 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 the steel target will not be scored as hit.
  - 5.14.6.2. 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.

## **5.15. Malfunctions**

- 5.15.1. 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.
- 5.15.2. 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.
- 5.15.3. 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.

## **5.16. Squibs**

- 5.16.1. 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.

- 5.16.1.1. 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.
- 5.16.2. Eligibility for re-shoots after a potential squib:
  - 5.16.2.1. 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.
  - 5.16.2.2. If the RO stopped the shooter for a suspected squib, or forced them to move on to the next gun, and the suspect firearm is found to be clear, the shooter must re-shoot the course of fire.

#### **5.17. Hit Calls on Static Steel**

- 5.17.1. ROs shall call “HIT” on every piece of static steel to the best of their ability. If a hit call is made in error, the shooter shall still receive the scored hit. On these targets, even if a competitor is sure of a hit, no neutralization will be awarded unless an RO has made the call.
  - 5.17.1.1. 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.
  - 5.17.1.2. 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.

#### **5.18. Hit Calls on Frangible Targets (like clays)**

- 5.18.1. Due to many cases of lightly hit or chipped frangible targets needing to be inspected at the conclusion of the stage in order 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.
- 5.18.2. 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). 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.

#### **5.19. Calibration of steel/Calling hits on falling steel**



- 5.19.1. PCSL does not 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.
- 5.19.2. 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.
- 5.19.3. All steel (except long range carbine steel and gray shotgun birdshot steel) shall be painted during reset between shooters. This will help determine the correct hit call if the situation arises. 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.
- 5.19.4. If a shooter impacts a falling steel target, but the target does not fall, see the following cases:
  - 5.19.4.1. 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.
  - 5.19.4.2. 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.
  - 5.19.4.3. No RO is in a position 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.
  - 5.19.4.4. In any of these cases, the target in question should be examined and adjustments to calibration made if necessary.
- 5.19.5. 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 should make a determination for themselves on whether or not to continue to engage the target.

## **5.20. Re-shoots**

- 5.20.1. A re-shoot must be granted 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, stage equipment malfunction, altered target presentation, loss of ear protection, etc).
- 5.20.2. 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, 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. 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.

- 6.1. **Foot Fault** (engaging targets *while part of the body, firearm, or equipment* is touching outside the shooting area):
  - 6.1.1. 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.
  - 6.1.2. 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.
  - 6.1.3. 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.

6.1.3.1. 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.

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

6.2.1. 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.

6.2.1.1. 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.

6.2.2. In order to not receive an FTE penalty on a target, the competitor must make a reasonable attempt to hit the target, rather than simply dumping the required round count “near” the targets in the ground or backstop.

6.2.2.1. 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.

6.2.2.2. 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. In general, “reasonable attempt to hit the target” means at least

taking the time to align the point of aim in the general vicinity of the target before firing.

- 6.2.3. 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.

**6.3. False Start** (moving out of the correct start position before the start signal)

- 6.3.1. 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.
- 6.3.2. 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.
- 6.3.3. 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.

**6.4. Engaging targets with wrong firearm**

- 6.4.1. 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 9.8.
- 6.4.2. 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:
  - 6.4.3. 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.*
    - 6.4.3.1. 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.
  - 6.4.4. 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.

- 6.4.5. 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.
- 6.4.6. Paper Targets:
  - 6.4.6.1. 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.
    - 6.4.6.1.1. 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).
  - 6.4.6.2. 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.
    - 6.4.6.2.1. Additionally, if the competitor does not then engage the targets with the correct firearm, they will *also* receive a separate FTE procedural and misses for the same targets.
    - 6.4.6.2.2. If the competitor does go back and re-engage these targets with the correct firearm, 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.

## **6.5. Engaging targets from the wrong position**

- 6.5.1. 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.
- 6.5.2. 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.*

- 6.5.2.1. 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.
- 6.5.3. 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.
- 6.5.4. 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.
- 6.5.5. Paper Targets:
  - 6.5.5.1. 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.
  - 6.5.5.2. If a competitor originally engages paper targets from the wrong position, but then corrects their mistake and re-engages the same targets from the correct position, the hits made on target will likely be indistinguishable from those made in the right position. In this case, the targets will be scored as-shot but the competitor will earn one procedural penalty for **each target** engaged from the incorrect position.

## 7. 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

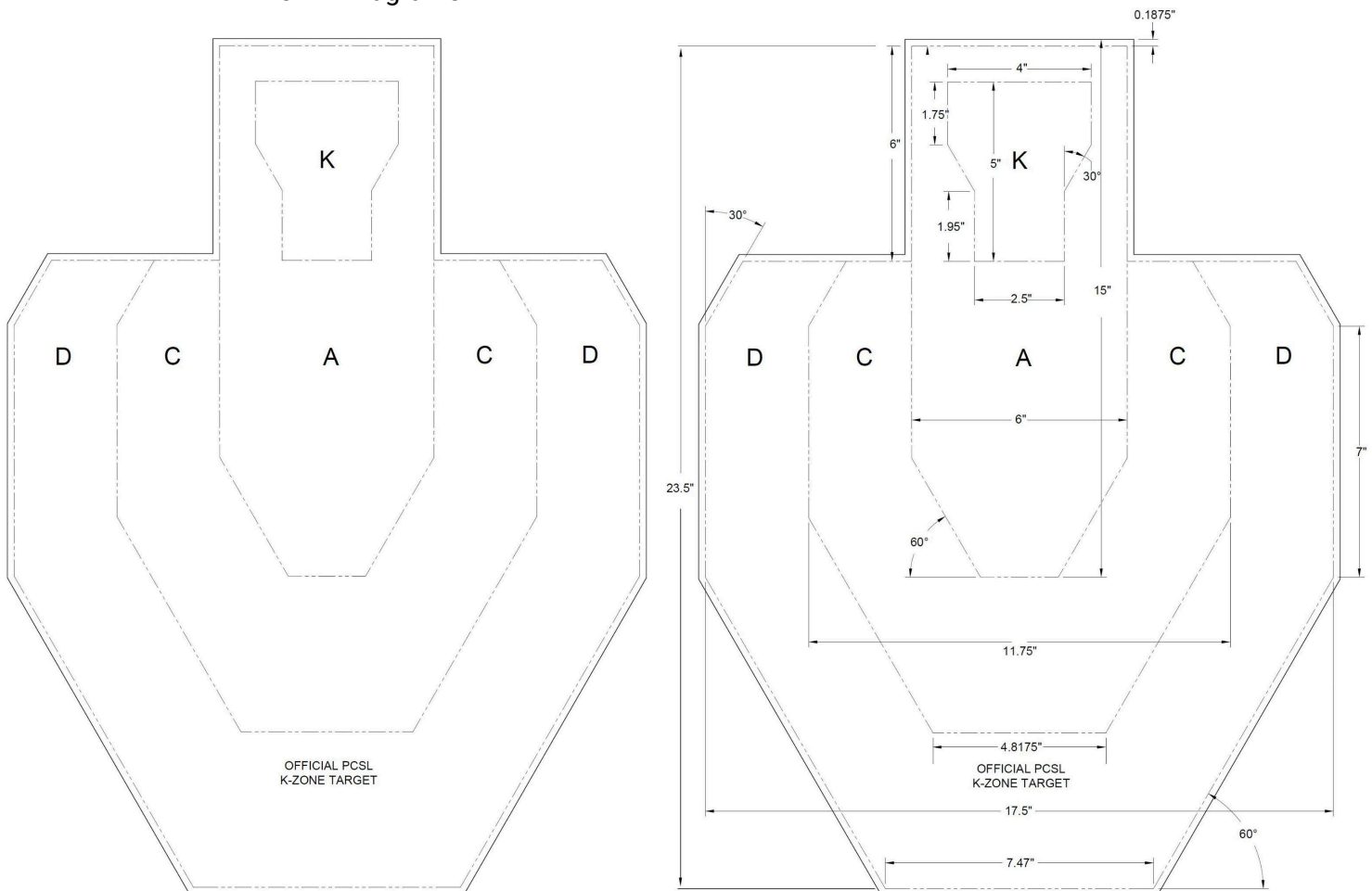
7.1.1. The PCSL K-Zone target has 4 designated scoring zones (K, A, C, D), delineated by perforated lines. The brown side will always be a designated handgun shoot target (or PCC target in the case of PCSL 1-Gun only), and the white side will always be a designated carbine shoot target. Note that in 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/Multigun 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, or gray is recommended.

## **7.6. Frangible Targets**

- 7.6.1. Typically seen as clay targets, 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.
- 7.7.2. Falling steel and frangible no-shoots must fall or be broken 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 1-Gun: 50 yards maximum for all target types, 16 MOA (minute of angle) minimum target size 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 1-Gun

7.8.2.2. Carbine: 200 yards for all target types, 8 MOA minimum target size 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 3-Gun/Multigun: 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 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?

## 8. Scoring

PCSL officially recognizes two approved scoring types: Points Per Second, and Time Plus with Points. PCSL 1-Gun and 2-Gun events are completely designed around, and best scored, using the Points Per Second 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/Multigun 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/Multigun event may lend itself better to Points Per Second scoring. Ultimately, there are no hard requirements to be considered a PCSL match - the scoring type decision is left up to the MD.

Also, while not recognized officially by PCSL, there are no issues with running alternate scoring systems (like straight Time Plus) and still using the general PCSL format. Match

Directors are always encouraged to adapt the PCSL ruleset to best suit their particular club's and shooter's needs.

### **8.1. PCSL Points Per Second (PPS/Hit Factor) Match Scoring Procedure, Target Values, and Penalty Values**

- 8.1.1. 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.
- 8.1.2. The competitor's stage score will be their Points Per Second, or PPS. The competitor's PPS is determined by dividing their scored points by the time (in seconds) they took to shoot the stage.
- 8.1.3. 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.
- 8.1.4. The competitor's PPS will earn them a number of stage points. The number of stage points earned will be the competitor's PPS as a percentage of the stage winner's PPS, multiplied by the stage value.
  - 8.1.4.1. 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.
- 8.1.5. A competitor's match finish will be determined by the sum of all stage points calculated within the competitor's respective division.
- 8.1.6. 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).
  - 8.1.6.1. The K-zone ("kilo") is worth ten (10) points per hit
  - 8.1.6.2. The A-zone ("alpha") is worth five (5) points per hit
  - 8.1.6.3. The C-zone ("charlie") is worth three (3) points per hit
  - 8.1.6.4. The D-zone ("delta") is worth one (1) point per hit
- 8.1.7. 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).
- 8.1.8. Steel and frangible targets are worth 5 points (equivalent to one Alpha) if hit, unless the WSB specifies otherwise.

- 8.1.9. 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).
  - 8.1.9.1. Each mike is worth minus 10 points (-10).
- 8.1.10. A procedural penalty is worth minus 10 points (-10).

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

- 8.2.1. At the end of a stage, the competitor’s time will be recorded, and then the targets will be checked for neutralization.
- 8.2.2. 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.
- 8.2.3. 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.
- 8.2.4. A competitor’s match finish will be determined by the sum of all stage points calculated within the competitor’s respective division.
- 8.2.5. PCSL K-Zone paper targets are neutralized in the following ways, unless otherwise specified in the WSB:
  - 8.2.5.1. A single hit in the K-zone (“kilo”)
  - 8.2.5.2. Two hits anywhere on target
  - 8.2.5.3. For shotgun slugs - a single hit the K, A, or C Zone, or two hits in the D-Zone.
- 8.2.6. Failure to Neutralize (FTN) - only applies to paper targets
  - 8.2.6.1. 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).
- 8.2.7. Misses (“mikes”) - if a competitor fails to hit a target at all, they will be assigned one mike. This applies to all target types.
  - 8.2.7.1. Each mike is a 10 second penalty (+10s).
- 8.2.8. FTE (Failure to Engage)
  - 8.2.8.1. 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).
- 8.2.9. Certain targets (long range/high value) may have enhanced Miss/FTE penalty value which must be stated in the WSB.
- 8.2.10. Hitting a penalty target (no-shoot), is a 5 second penalty (+5s), whether paper or steel.

- 8.2.10.1. Unless otherwise specified by the WSB, the maximum number of no-shoots that a competitor can earn per target is **two**.
- 8.2.11. A procedural penalty is a 5 second penalty (+5s).

## **9. Match and Stage Disqualifications**

### **Match Disqualifications:**

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

#### **9.1. Accidental discharge (AD):**

- 9.1.1. Any round traveling directly over a backstop or berm.
- 9.1.2. 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)
- 9.1.3. Any round discharged while manipulating the firearm during reloading, unloading, taking corrective action on a malfunction or perceived malfunction, or
- 9.1.4. While clearly not engaging targets
  - 9.1.4.1. 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.)
  - 9.1.4.2. 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.

#### **9.2. Dropping or losing control of a loaded firearm.**

- 9.2.1. 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.
- 9.2.2. 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.

#### **9.3. Flagging/Sweeping**

- 9.3.1. 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.
  - 9.3.2. 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.
  - 9.3.3. 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.
- 9.4. Breaking the 180 or other defined safety angle for the course of fire**
- 9.4.1. 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.
  - 9.4.2. 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.
- 9.5. Unsafe handling of firearms**, (outside of one of the approved situations listed in 1.3.1) shall result in a warning first, and potential match disqualification on further occurrences. Note that if the handling of firearms violates 9.3 the warning does not apply and the competitor shall be DQed immediately.
- 9.6. Unsportsmanlike conduct, attempts to cheat, or aggressive behavior, physically or verbally**, toward any person, may also be grounds for match disqualification.
- 9.7. Intoxication or being under the influence of mentally or physically impairing substances** while on the range 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.

**9.8. Engaging steel targets at unsafe distances**

9.8.1. Example: Shooting a handgun steel target (within 50 yards) with a rifle caliber

9.8.2. Example: Shooting a steel target from an unsafe distance (within 7 yards)

**9.9. Holstering a loaded handgun with manual safety disengaged, and hammer cocked**

**9.10. Dropping an unloaded firearm.**

9.10.1. 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.

9.10.2. 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.

**9.11. Keeping a finger inside the trigger guard while clearly not engaging targets,** such as while reloading, moving, etc. The RO should clearly issue a “finger” warning when the incident is first noted, and issue the “STOP” command and stage DQ on further occurrences. ROs should only issue this warning if the trigger finger is clearly inside the trigger guard (not hovering around trigger guard).

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

9.12.1. 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*

9.12.2. The handgun was once loaded during the stage, but the competitor correctly followed a specified drop-mag target unloading procedure on the clock, rendering the handgun cleared, before re-holstering it and going prone.

9.12.2.1. 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.

## **10. Arbitration of Rules**

- 10.1.** 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.
- 10.1.1. In cases that are “too close to call”, standard practice should be to call in the shooter’s favor.
  - 10.1.2. 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.
  - 10.1.3. 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.
  - 10.1.4. 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.
- 10.2. Video Evidence**
- 10.2.1. Video evidence may be submitted to the RO team or RM in order to determine the proper outcome of a dispute.
  - 10.2.2. 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.
    - 10.2.2.1. *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.*
- 10.3.** 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.

## 11. Glossary

- COF - Course of Fire

- DQ - Disqualification, either from the stage (resulting in a DNF) or entire match
- DMT - Drop-mag target
- DNF - Did not finish, earning 0 points for the stage
- MD - Match Director
- RM - Range Master
- RO - Range Officer
- CRO - Chief Range Officer
- WSB - Written Stage Brief
- PPS - Points Per Second (also referred to as HF - Hit Factor)
- PCC - Pistol Caliber Carbine
- MOA - Minute of Angle