

# ***Wickenburg Sportsmen's Club***

## ***PCSL Multi-Format Rules***

*For all single gun, 2-gun, or 3-gun matches using Points Per Second (PPS) or Time Plus (Points) scoring*

***Revision: September 27, 2022***

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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. All firearms must be bagged/case/holstered from vehicle to safe area/bay and from bay to bay. Chamber flags are required for all bagged/cased long guns. Any direct handling of firearms outside of their respective bags/cases/holster, 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. On a course of fire under direct supervision of an RO.
    - 2. Within 6 feet of a side berm or at a designated safe area.
    - 3. For the carbine/rifle: carried with the muzzle vertically up, to or from a course of fire.
    - 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.
    - 5. At a designated function fire area, following the safety procedures outlined in (1.6).
    - 6. Handguns at a designated safe table/area.
  - 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).

#### 1.4. Loaded vs. Unloaded Firearms

1.4.1. A firearm is considered loaded if in any of these conditions:

1. A cartridge is chambered, or otherwise inside the magwell or action of the gun in any condition (such as after a malfunction).
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).
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

1.5.1. Use of chamber flags in carbines/rifles/shotguns is required so that any third party can quickly verify an open action. That said, 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.

#### 1.6. Function Fire Area

1.6.1. A function fire area may be designated for free competitor use throughout the operating hours of the match.

1.6.2. The function fire area will be self-ROed by the shooters who are using it.

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. 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).
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
  - 2.1.1. The holster must be worn by securing to the competitor's belt.
    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. 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. There is no restriction on where the holster may be attached to the competitor's belt, nor any restriction on orientation, as long as the handgun can always be drawn safely.
- 2.2. Sling - some stages may require the use of a sling
  - 2.2.1. If a stage does not require a sling per the WSB, a competitor may choose to leave it on the gun or remove it.
  - 2.2.2. 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, mag 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. Competitors may swap out or reconfigure **any** of their equipment (INCLUDING FIREARMS) in between stages with no restrictions **OTHER THAN THE CALIBER MUST BE THE SAME**, 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. Competitors may only use one carbine and one handgun on each course of fire.
  - 1. In special cases, like Hard as Hell Multigun events, competitors may substitute guns “on the clock” provided a squadmate offers one in the case of a catastrophic malfunction.
- 2.5. Eye protection
  - 2.5.1. Any individual 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.
    - 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. A competitor MAY and SHOULD stop themselves if they realize they have lost their ear pro and cannot easily recover it with minimal effort, even if the RO does not notice.

### 3. Divisions

#### 3.1. PCSL 2-Gun Divisions

##### 3.1.1. Practical Division (2-Gun)

- 1. Carbine
  - 3.1.1.1.1. Allowed calibers
    - 3.1.1.1.1.3. Minimum caliber: 5.45x39mm
    - 3.1.1.1.1.4. Maximum caliber: 7.62x51mm/.308 Win
    - 3.1.1.1.1.5. PCC: No, competition division only.
  - 3.1.1.1.2. Magazines
    - 3.1.1.1.2.3. Maximum of 30rds loaded per magazine (30+1 capacity for loaded starts)
    - 3.1.1.1.2.4. Extended magazines allowed, as long as they are not loaded with more than 30 rounds at the start of the stage
    - 3.1.1.1.2.5. Coupled magazines (side by side) are prohibited

3.1.1.1.3. Magwells

3.1.1.1.3.3. Add-on external magwells are prohibited

3.1.1.1.3.4. Lower receivers with flared magwells from the manufacturer are specifically allowed

3.1.1.1.4. Muzzle Devices

3.1.1.1.4.3. Muzzle brakes are prohibited UNLESS used for the purpose of adapting a suppressor, as long as the suppressor remains attached

3.1.1.1.4.3.1. Muzzle brakes which are integrated into the end of a suppressor (like the [SilencerCo Anchor Brake](#)) are allowed.

3.1.1.1.4.4. A blast mitigation device such as the Surefire Warden or Griffin Armament Blast Shield that remains attached to a muzzle brake is allowed.

3.1.1.1.4.4.1. The Deadair Pyro Enhanced Muzzle Brake is NOT allowed.

3.1.1.1.4.5. 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

3.1.1.1.4.5.1. 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 uncompromising 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)

3.1.1.1.4.6. Muzzle Device size restrictions: **No**

3.1.1.1.5. Bolt Carrier Groups - Lightened or Reduced Mass BCGs are prohibited

3.1.1.1.5.3. In an AR-15, total assembled BCG mass must be 11.0oz or heavier

3.1.1.1.5.4. In other platforms, the total assembled BCG mass must be at least the OEM BCG mass of the platform with a 0.2oz tolerance.

3.1.1.1.6. Buffer/Buffer Spring: no restrictions

3.1.1.1.7. Optics: no restrictions

3.1.1.1.8. Lasers/Flashlights: no restrictions

3.1.1.1.9. Bipods are prohibited

3.1.1.1.10. Bags are prohibited

3.1.1.1.11. AR Pistols are specifically allowed

3.1.1.1.12. Suppressors are specifically allowed

3.1.1.1.13. Binary and Forced Reset (FRT-15) type triggers are prohibited

3.1.1.1.14. 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.

## 2. Handgun

3.1.1.2.1. Approved calibers: 9mm, .38sc/.38 super, .357 Sig, .40 S&W, 10mm, .45 ACP

3.1.1.2.2. Maximum double-stack magazine length: 145mm

3.1.1.2.3. Maximum single-stack magazine length: 175mm

3.1.1.2.4. Maximum magazine capacity: no, may load full

3.1.1.2.5. Barrel Porting: prohibited

3.1.1.2.6. Compensators: prohibited

3.1.1.2.7. Frame-mounted optics: prohibited

3.1.1.2.8. Slide mounted optics are specifically allowed (even on Single-Action only platforms)

3.1.1.2.9. Anything else that fits within typical Limited division rules is allowed, i.e. magwells, frame weights, flashlights, lasers, grip work, slide cuts, etc.

3.1.1.2.10. If the handgun has a physical safety, it **MUST BE OPERATIONAL**.

3.1.1.2.10.3. Grip safeties may be disabled, provided the handgun is either a striker fired platform with no

external safety OR a DA/SA or SAO gun with a decocker or manual safety.

- 3.1.1.2.10.4. DA/SA guns with a manual safety **do not** need to begin the stage decocked as long as the manual safety is applied. If they only have a decocker and no manual safety, the hammer must be decocked before the competitor begins the stage.

### 3.1.2. Competition Division (2-Gun)

#### 1. Carbine

- 3.1.2.1.1. Allowed calibers
  - 3.1.2.1.1.3. Minimum caliber: 5.45x39mm
  - 3.1.2.1.1.4. Maximum caliber: 7.62x51mm/.308 Win
  - 3.1.2.1.1.5. PCC: 9mm, .38sc/.38 super, .357 Sig, .40 S&W, 10mm, .45 ACP
- 3.1.2.1.2. Magazines: no restrictions
- 3.1.2.1.3. Magwells: no restrictions
- 3.1.2.1.4. Muzzle Devices: no restrictions
- 3.1.2.1.5. Bolt Carrier Groups: no restrictions
- 3.1.2.1.6. Buffer/buffer spring: no restrictions
- 3.1.2.1.7. Optics: no restrictions
- 3.1.2.1.8. Lasers/Flashlights: no restrictions
- 3.1.2.1.9. Bipods are prohibited
- 3.1.2.1.10. Bags are prohibited
- 3.1.2.1.11. AR Pistols are specifically allowed
- 3.1.2.1.12. Suppressors are specifically allowed
- 3.1.2.1.13. Binary and Forced Reset (FRT-15) type triggers are prohibited
- 3.1.2.1.14. 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.

#### 2. Pistol Caliber Carbines may be shot as your carbine, and must follow the same divisional requirements.

- 3.1.2.2.1. Approved calibers: 9mm, .38sc/.38 super, .357 Sig, .40 S&W, 10mm, .45 ACP

#### 3. Handgun:

- 3.1.2.3.1. Approved calibers: 9mm, .38sc/.38 super, .357 Sig, .40 S&W, 10mm, .45 ACP
- 3.1.2.3.2. Compensators: no restrictions
- 3.1.2.3.3. Barrel porting: no restrictions
- 3.1.2.3.4. Frame mounted optics: no restrictions
- 3.1.2.3.5. Maximum double stack magazine length: 171.25mm
- 3.1.2.3.6. Maximum single stack magazine length: 175mm
- 3.1.2.3.7. Maximum magazine capacity: no, may load full



- 3.1.2.3.8. If the handgun has a physical safety, it MUST BE OPERATIONAL.
- 3.1.2.3.8.3. Grip safeties may be disabled, provided the handgun is either a striker fired platform with no external safety OR a DA/SA or SAO gun with a decocker or manual safety.
- 3.1.2.3.9. Magwells: no restrictions
- 3.1.2.3.10. Frame weights: no restrictions
- 3.1.2.3.11. Lights/Lasers: no restrictions.
- 3.1.2.3.12. Grip work: no restrictions.
- 3.1.2.3.13. Slide cuts: no restrictions.
- 3.1.2.3.14. Braces or stabilizing devices (such as a chassis, pistol brace, or stock) are prohibited. The handgun must actually be a handgun.
- 3.1.2.3.15. No other restrictions.
- 3.1.2.3.16. DA/SA guns with a manual safety **do not** need to begin the stage decocker as long as the manual safety is applied. If they only have a decocker and no manual safety, the hammer must be decockered before the competitor begins the stage.

## 3.2. PCSL 3-Gun Divisions

- The PCSL 3-Gun Divisions are: Practical Division, Competition Division, and Tac Optics Division.
- **Practical Division (3-Gun)**
  - Carbine: Identical to 2-Gun Practical
  - Handgun: Identical to 2-Gun Practical
  - Shotgun:
    - 20 gauge minimum caliber
    - Tube Fed Only
    - Maximum Capacity: 8+1
    - Load to 8+1 to start
    - Porting OK
    - Optics OK
    - Single match saver OK, no other quick-load type shell holders allowed (side saddles are fine)
    - No dual or quad load shell holders may be attached to shotgun

- Shotguns with tube capacity of less than 8 rounds may start with a round “ghost loaded” - i.e. between the magazine tube and chamber
    - No speed loading devices allowed
- **Competition Division (3-Gun)**
  - Carbine: Identical to 2-Gun Competition EXCEPT:
    - Bipods/other types of supports and bags are allowed, and may be detached/abandoned on stage at any point. Nothing may be staged on the course of fire (such as tripods or bags) unless specifically allowed in the WSB. Everything must start on the competitor’s firearm or person.
  - Handgun: Identical to 2-Gun Competition
    - If an MD wants to use unlimited handgun magazine length instead of 171.25mm, it’s recommended to call this division “Unlimited” division instead of “Competition”. **Hard as Hell 2022 will be running Unlimited division with no restrictions on handgun magazine length.**
  - Shotgun:
    - 20 gauge minimum caliber
    - Ghost loading permitted regardless of magazine tube capacity
    - No restrictions
- **Tac Optics Division (3-Gun)**
  - Carbine:
    - Minimum caliber: 5.45x39mm
    - Maximum caliber: .308 Win/7.62x51mm NATO
    - Muzzle device restriction: maximum 1” x 3” measured from barrel crown
    - Optical sighting system: Only one allowed.
      - A magnifier is not considered an optical sighting system since it does not contain its own reticle.
      - Offset/backup iron sights are not considered an optical sighting system.
    - No other restrictions.
  - Handgun:
    - Approved calibers: 9mm, .38sc/.38 super, .357 Sig, .40 S&W, 10mm, .45 ACP
    - Barrel porting: no
    - Compensators: no
    - Optics: no, iron sights only

- 141.25 maximum magazine length
  - No other restrictions
- Shotgun:
  - 20 gauge minimum caliber
  - Tube fed only
  - Load 8+1 to start, load full after buzzer
  - No magazine tube length restriction
  - No optics
  - No speed loading devices
  - No compensators or porting

## 4. Match Procedures

- 4.1. The match will be shot according to a posted schedule released prior to the match.
- 4.2. Every competitor will be on a squad.
  - 4.2.1. Except in the case of Range Master approved situations (such as a competitor requiring to “shoot through”)
- 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.
  - 4.3.1. The Range Master 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, or match disqualification based on the severity and recurrence of the incident. Doing so is disrespectful to fellow squadmates and match staff.
  - 4.4.1. Taking a break as needed whether to use the restroom, take a breather, or other reasonable actions, etc, is not considered abandoning a squad.
- 4.5. At the end of the match, scores will be posted and announced, and there will be a minimum 45 minute arbitration period where the competitors may review the scores for accuracy. This period can be waived by the competitors in order to expedite the awards ceremony.
- 4.6. Range Inspection/Walkthroughs:

- 4.6.1. During the 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 Briefing

- 5.1.1. Each stage shall have a written stage brief published and posted at the stage.
- 5.1.2. The stage brief will include all information needed to shoot the stage, including start position, firearm ready condition, number and types of targets, and any other stipulations relating to the individual stage design.
- 5.1.3. 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.
- 5.1.4. If there is any conflict between the WSB and the 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 safe, the ROs will give the "Make Ready" command.
  - 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 the acceptable cold range condition as listed in Section 1.3.
  - 2. If the competitor does handle their firearms inappropriately prior to being given the make ready command, they may be issued a warning, or disqualification from the match for a gross safety violation. The RM will always have final say on disqualification calls.
- 5.2.2. During the make ready period, it is the competitor's responsibility to get their firearms and equipment into the proper start conditions as listed by the WSB. Other competitors and ROs may assist the competitor during

the make ready period, but it is only the competitors responsibility to make sure they are ready to shoot the stage.

1. Some stages will require firearms to be loaded and staged in a certain location. The ROs will walk the competitor through this process, in order to maintain safety and ensure competitive equity across the match.

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.

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.

1. If the shooter is seen “creeping”, or otherwise making early movements toward manipulating their firearms or moving before the start signal, the RO should not start the timer and instead remind the shooter to stay in the start position until the start signal.

5.3.3.1.1. It is up to the ROs to determine whether the shooter is egregiously trying to gain an advantage by acting before the start signal, or the false start was an accident. If a competitor is determined to be purposefully cheating through false starts, a procedural penalty and warning should be issued on the first offense, and an unsportsmanlike conduct disqualification may be issued on further offenses.

5.4. If you are finished, unload and show clear. If clear, hammer down, holster/muzzle vertical.

5.4.1. At the completion of 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.**

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.

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.

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

5.6.1. In order to preserve competitive equity, coaching during the stage either by an RO or other competitor is prohibited. It is the competitors responsibility to understand the course of fire, prep their equipment for the stage, and keep track of their progress on the stage in real time.

1. If a competitor gains an advantage by receiving coaching, the competitor, coaching party, or both may be assigned procedural penalties, or other appropriate penalties.
2. In the case of newer-to-competition shooters, ROs should use their discretion during the stage and only provide verbal assistance to the competitor in order to preserve a safe environment or positive match experience for the shooter.

5.6.2. 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.

1. 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.

5.6.2.1.1. 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, and they still have the **left** target remaining.

5.6.2.1.2. 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.

## 5.7.

5.8. Re-Holstering of a loaded handgun is always allowed provided the handgun's manual safety is engaged (if applicable), OR the external hammer is decocked OR the handgun is strike-fired, and 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.

- 5.8.1. Re-holstering a handgun with the manual safety disengaged is a safety violation and should result in a “stop” call by the RO and a stage DQ.
- 5.9. Unloading firearms on the clock:
  - 5.9.1. This is a specific case that an MD or stage designer may want to implement into a stage. In order to preserve competitive equity and safety, an RO will not be required to visually and verbally “clear!” a competitor’s firearm on the clock, as this process will be rushed on the stage and certainty that the firearm is actually clear will not be 100%. However, if a competitor does not follow the following process, the RO should guide the shooter through the unload process, including “hammer down” on the clock, 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 built in penalty to failing to follow instructions.
  - 5.9.2. The correct and safe way to implement this mechanic safely into a stage is:
    1. Competitor completely removes magazine/source of feed from the firearm with a round chambered.
    2. Competitor fires the chambered round safely at a designated target as outlined in the WSB.
    3. Failure to complete this procedure before doing the action that requires an unloaded firearm (such as running between bays or going prone with a holstered handgun) is a safety violation and should result in a stop call and a stage or match DQ depending on the situation.
- 5.10. A competitor is never permitted to go prone with a loaded holstered handgun.
  - 5.10.1. All stages requiring prone will have the competitor start with an unloaded handgun.
  - 5.10.2. 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** follow the procedure outlined in (5.9), if the WSB allows for this option.
- 5.11. Abandoning/Dumping of Firearms
  - 5.11.1. All stages must have at least one designated dump location for both a handgun and a carbine.
  - 5.11.2. Many stages will require competitors to abandon and transition firearms in a specific manner per the WSB.
  - 5.11.3. A competitor may never engage targets while handling multiple loaded firearms. Doing so should result in a STOP command and a stage disqualification.
  - 5.11.4. A competitor may never re-sling a carbine that was once loaded, even partially, at any point during the course of fire. Once the carbine is loaded, it must always be first abandoned in a designated carbine dump location

before the competitor may handle their handgun (unless the WSB allows for (5.9)).

5.11.5. 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.

5.11.6. Competitors may always transition back and forth between carbine and handgun (for example, if a competitor realizes that they did not neutralize all designated targets), provided that 5.10.3 and 5.10.4 are not violated, **unless** otherwise specified by the WSB.

#### 5.12. Grounding of Firearms

5.12.1. 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.

5.12.2. A competitor must stay within reaching distance of a grounded firearm. Leaving the vicinity of a grounded firearm will result in a stage DQ.

5.12.3. 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.

#### 5.13. Malfunctions

5.13.1. If 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.

5.13.2. If 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.

5.13.3. 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" depending on if there is still a firearm left to shoot.

#### 5.14. Squibs

5.14.1. 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.



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.
- 5.14.2. Eligibility for Re-Shoots after a potential squib:
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.
  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.
  3. If a shooter stopped themselves or moved onto the next firearm due to a suspected squib, with no instruction or confirmation from an RO, the course of fire will be scored as shot regardless of if the suspected squib is still in the barrel of the firearm.
- 5.15. Calibration of Steel/Calling hits on falling steel
- 5.15.1. 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 judgement when determining what type of falling steel targets to use on the stages. Specifically types of targets that are minimally affected by wind, and fall easily when hit.
- 5.15.2. 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.
- 5.15.3. 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 judgement 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.
- 5.15.4. If a shooter impacts a falling steel target, but the target does not fall, see the following cases:
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 was more than 50% on the steel or not, the hit is awarded.
  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.

3. No RO is in a position to see the impact of the target. The shooter should use their best judgement 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 judgement 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.
4. In any of these cases, the target in question should be examined and adjustments to calibration made if necessary.

#### 5.16. Re-shoots

- 5.16.1. 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).

## 6. PCSL Points Per Second (PPS) Scoring, Targets, and Penalties

- 6.1. At the end of a stage, the competitor's time will be recorded, and then the targets will be scored.
- 6.2. After the targets are scored, the competitor will receive a point value for the stage.
  - 6.2.1. The competitor's point value will be the sum of their total points shot, minus any penalties (including procedural penalties).
    1. The minimum point value for a stage is 0.
- 6.3. The competitor's stage score will be their **Points Per Second**, or **PPS**.
  - 6.3.1. The competitor's **PPS** is determined by dividing their earned point value by the time (in seconds) they took to shoot the stage.
- 6.4. Each stage will have a **stage value**. This is the maximum number of points available to be earned on the stage. For example, a stage with 10 paper targets, 5 standard distance steel targets, and 2 long range steel targets will have a stage value of  $10*10 + 5*5 + 2*10 = 145$  points.
- 6.5. 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.
  - 6.5.1. 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.
  - 6.5.2. If the competitor is the stage winner, they will receive 100% of the stage points available.

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

## POINTS PER SECOND TARGET TYPES AND PENALTIES

### 6.7. Steel Targets

- 6.7.1. A variety of steel targets may be used
- 6.7.2. All handgun steel targets will be painted **blue**
- 6.7.3. All carbine steel targets will be painted **white**
- 6.7.4. Unless otherwise specified in the WSB (written stage briefing), each steel target must either be knocked down (if a KD-type target, such as a popper), or hit **once** (if a static target), in order to be neutralized

### 6.8. "Hit" Calls

- 6.8.1. In order to be considered neutralized, certain static steel targets must receive a "hit" call from one of the ROs. This mainly applies on long range carbine targets, or other targets where a hit may not be immediately obvious.
1. The WSB must include which targets require hit calls, and the ROs must inform the squad which targets require hit calls during the stage briefing.
  2. On these targets, even if a competitor is sure of a hit, no neutralization will be awarded unless an RO has made the call.
- 6.8.2. See Section 8 for information regarding scoring disputes.

### 6.9. Paper Targets

- 6.9.1. The paper target will be the Practical 2-Gun K-Zone target
1. The Practical 2-Gun K-Zone (or P2G) target has a brown side and a white side.
    - 6.9.1.1.1. The brown side will always be a designated **handgun** shoot target.
    - 6.9.1.1.2. The white side will always be a designated **rifle** shoot target.
    - 6.9.1.1.3. A "no-shoot" or penalty paper target will always be designated by **solid red**.
  2. The P2G target has 4 designated scoring zones, delineated by perforated lines
    - 6.9.1.2.1. 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.
    - 6.9.1.2.2. 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.

3. The maximum amount of points a competitor may receive per P2G paper target is **ten (10)**.
  - 6.9.1.3.1. The K-zone (“kilo”) is worth ten (10) points per hit
  - 6.9.1.3.2. The A-zone (“alpha”) is worth five (5) points per hit
  - 6.9.1.3.3. The C-zone (“charlie”) is worth three (3) points per hit
  - 6.9.1.3.4. The D-zone (“delta”) is worth one (1) point per hit
  4. For each paper shoot target, only the competitor’s **best two hits** will count for score.
  5. Misses (“mikes”) on paper targets
  - 6.9.1.5.1. 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
  - 6.9.1.5.2. If a competitor fails to neutralize a paper target, they will be assigned one mike for each missing hit. No hits on a paper target will earn two mikes.
    - 6.9.1.5.2.3. Each mike is a 10 point penalty.
  6. A “no-shoot” or penalty paper target will always be designated by **solid red with a black “X” across the target**.
  - 6.9.1.6.1. Maximum no shoot penalty hits that can be earned per target instance is **two**.
  - 6.9.1.6.2. Each no shoot hit is a 10 point penalty.
- 6.10. Maximum Target Distances
- 6.10.1. Handgun paper targets: 50 yds
  - 6.10.2. Carbine paper targets: 100 yds
  - 6.10.3. Handgun steel targets: 50 yds
  - 6.10.4. Carbine steel targets: 200 yds
- 6.11. Premature reset of targets
- 6.11.1. If 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.
- 6.12. Procedural Penalties
- 6.12.1. Procedurals are a **10 point** penalty per occurrence.
  - 6.12.2. Procedurals may be assigned for actions that disobey the instructions provided by the WSB, or other pre-determined actions:
    1. Foot Fault (engaging targets while part of the body is touching outside the shooting area)
    2. Failure to Engage (not shooting at least one round **at** a target)
    3. False Start (moving to begin the stage before the audible start signal)
  - 6.12.3. Anything not listed here will be run consistently on a stage-by-stage basis. Ask the ROs after the WSB if you have any questions.

## 7. PCSL Time Plus (Points) Scoring, Targets, and Penalties

- 7.1. At the end of a stage, the competitor's time will be recorded, and then the targets will be checked for neutralization.
- 7.2. 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.
- 7.3. 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.
- 7.4. A competitor's match finish will be determined by the sum of all stage points calculated within the competitor's respective division.

### TIME PLUS (POINTS) TARGET TYPES AND PENALTIES

- 7.5. Steel Targets
  - 7.5.1. A variety of steel targets may be used
  - 7.5.2. All handgun steel targets will be painted **blue**
  - 7.5.3. All carbine steel targets will be painted **white**
  - 7.5.4. All shotgun steel targets will be **gray, not necessarily painted.**
  - 7.5.5. WSBs may define handgun/shotgun option steel targets, as well as what color they might be.
  - 7.5.6. No-shoot steel will be painted **red**, and will be a **5 second penalty** if knocked down due to gunfire. (Frag, interference from other targets or range equipment, and shotgun wads will not count for penalty if they are determined to knock over the no-shoot steel).
  - 7.5.7. Unless otherwise specified in the WSB (written stage briefing), each steel target must either be knocked down (if a KD-type target, such as a popper), or hit **once** (if a static target), in order to be neutralized
- 7.6. "Hit" Calls
  - 7.6.1. In order to be considered neutralized, certain static steel targets must receive a "hit" call from one of the ROs. This mainly applies on long range carbine targets, or other targets where a hit may not be immediately obvious.
    1. The WSB must include which targets require hit calls, and the ROs must inform the squad which targets require hit calls during the stage briefing.
    2. On these targets, even if a competitor is sure of a hit, no neutralization will be awarded unless an RO has made the call.
    3. See Section 8 for information regarding scoring disputes.
- 7.7. Paper Targets
  - 7.7.1. The paper target will be the PCSL K-Zone target

1. The PCSL K-Zone target has a brown side and a white side.
  - 7.7.1.1.1. The brown side will always be a designated **handgun** shoot target.
  - 7.7.1.1.2. The white side will always be a designated **rifle** shoot target.
  - 7.7.1.1.3. WSBs may specify that either brown or white paper will be **shotgun slug** targets, requiring 2 slug hits anywhere, or **one slug hit in the C-zone or better** to neutralize (unless otherwise specified in the WSB).
  - 7.7.1.1.4. WSBs may specify that either brown or white paper will be **shotgun buckshot** targets, requiring 2 pellet hits anywhere, or **one hit in the K-Zone** (same as handgun/rifle neutralization), to be neutralized (unless otherwise specified in the WSB).
  - 7.7.1.1.5. A “no-shoot” or penalty paper target will always be designated by **solid red with a black “X” across the target.**
    - 7.7.1.1.5.3. Maximum no shoot penalty hits that can be earned per target instance is **two**.
    - 7.7.1.1.5.4. **No shoots will be a 5 second penalty.**
    - 7.7.1.1.5.5. **Hits to be determined from shotgun wadding will not count for penalty on no-shoot paper targets.**
2. The PCSL target has 4 designated scoring zones, delineated by perforated lines
  - 7.7.1.2.1. 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.
  - 7.7.1.2.2. 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.
3. Neutralization of Paper Targets
  - 7.7.1.3.1. Each carbine/handgun 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. The WSB may always specify a different standard of neutralization for targets on that stage, so refer to the WSB for final procedures.
  - 7.7.1.3.2. Each carbine/handgun paper shoot target may also be neutralized by a single shotgun slug hit in the K, A, or C zone, or two slug hits anywhere (unless otherwise specified in the WSB).

- 7.7.1.3.3. FTN (Failure to Neutralize)
  - 7.7.1.3.3.3. FTN only applies to paper targets.
  - 7.7.1.3.3.4. If the target was **hit**, but not **neutralized**, an FTN will be assigned for a **5 second** penalty per occurrence.
- 7.7.1.3.4. Miss ("Mike")
  - 7.7.1.3.4.3. Misses apply to any target type.
  - 7.7.1.3.4.4. If the target was **engaged (shot at)**, but not **hit at all**, a miss will be assigned for a **10 second** penalty per occurrence.
- 7.7.1.3.5. FTE (Failure to Engage)
  - 7.7.1.3.5.3. FTE applies to any target type.
  - 7.7.1.3.5.4. If the target was **not engaged (shot at) at all**, an FTE will be assigned for a **15 second** penalty per occurrence.
- 7.7.1.3.6. Certain targets (long range/high value) may have enhanced Miss/FTE penalty value which must be stated in the WSB.
- 7.7.2. Special paper target types:
  - 1. WSBs may dictate alternative paper target types (such as print outs on sheets of paper to be replaced every shooter - as is recommended in the case of buckshot targets to assist in timely reset). Refer to the WSB for specific neutralization rules.
  - 2. Standard FTN/Miss/FTE penalties apply to these special target types by default unless otherwise specified by the WSB.
- 7.8. Premature reset of targets
  - 7.8.1. If 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.
- 7.9. Procedural Penalties
  - 7.9.1. Procedural penalties are **5 seconds** per occurrence.
  - 7.9.2. Procedurals may be assigned for actions that disobey the instructions provided by the WSB, or other predetermined actions:
    - 1. Foot Fault (engaging targets while part of the body is touching outside the shooting area)
    - 2. False Start (moving to begin the stage before the audible start signal)
  - 7.9.3. Anything not listed here will be run consistently on a stage-by-stage basis. Ask the ROs after the WSB if you have any questions.

## 8. Disqualification (Match DQ or Stage DQ)

8.1. Certain major violations will be grounds for match disqualification:

8.1.1. Accidental Discharge:

1. An accidental discharge is defined as:

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

8.1.1.1.2. 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)

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

8.1.1.1.4. While clearly not engaging targets with the exception of "burning" the round

8.1.1.1.4.3. "burning" the round 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, regular to heavy spinner ammo, etc.)

8.1.1.1.4.4. 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.

8.1.2. Dropping or losing control of a loaded firearm.

1. If this occurs, the competitor shall not make an 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.

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.

8.1.3. Flagging/Sweeping

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.

8.1.3.1.1. 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



- 8.1.3.1.2. Drawing and re-holstering from certain holsters may require flagging of the competitor's person. In these cases, the competitor will be exempt from 7.1.3.1. only at the moments of re-holstering or drawing the handgun.
- 8.1.3.1.2.3. The competitor should also consider getting a different holster setup that doesn't require them pointing a loaded handgun at themselves on every draw and re-holster (but this is not required).
- 8.1.4. Breaking the 180 Degree Rule or Designated Safety Angles
  - 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.
  - 2. On certain stages, additional designated safety angles may be clearly marked and defined by the WSB. When these DSAs 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 area will result in a match disqualification.
- 8.1.5. Unsafe handling of firearms, whether unloaded or loaded, while not shooting a stage or outside of a designated safe handling area as outlined in 1.3.1 shall result in match disqualification.
- 8.1.6. Unsportsmanlike conduct, attempts to cheat, or aggressive behavior, physically or verbally, toward any person, may also be grounds for match disqualification.
- 8.1.7. Intoxication or use of mentally or physically impairing substances while on the range
- 8.2. Stage Disqualification: Breaking certain safety rules relating to stage procedures may result in a "STOP" command and a removal of a competitor's score for the stage. The point of a stage disqualification is to immediately stop any potentially dangerous action that is occurring, but at the same time offer a less punishing learning opportunity than a full match DQ giving the competitor a chance to continue the match with higher safety standards.
  - 1. Engaging steel targets at unsafe distances
    - 8.2.1.1.1. Example: shooting a handgun steel target (within 50 yards) with a rifle caliber
    - 8.2.1.1.2. Example: Shooting a steel target from an unsafe distance (within 7 yards)
  - 2. Holstering a loaded handgun with manual safety disengaged, and hammer cocked.
  - 3. Dropping an unloaded firearm (i.e. not an inert firearm as in the case of a drop-mag shot or slung and unloaded long gun).
  - 8.2.1.3.1. 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.
- 8.2.1.3.2. A slung empty rifle, as cleared by the RO during the make ready portion, is considered inert until an ammunition feeding device makes contact with the magwell. Therefore a dropped empty/unloaded inert rifle will not result in a stage disqualification unless the competitor has already made an attempt to load it.
4. Keeping a finger in contact with the trigger 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 in contact with the trigger (not hovering around/inside the trigger guard).

## 9. Arbitration of Rules

- 9.1. Occasional disputes are inevitable
- 9.2. The team of ROs on a stage will make an initial call.
- 9.2.1. If a competitor does not agree with the RO’s call for a legitimate reason, they have the right to request a final judgement from the RM (Range Master).
- 9.2.2. In order to preserve match flow and scheduling, the ROs may approve the shooter’s tentative score prior to the RM’s decision and an edit can be made later if deemed necessary.
- 9.2.3. For a legitimately close scoring call 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.
1. It is left up to the ROs judgement whether to pull and replace the target to preserve match flow.
- 9.3. Video Evidence
- 9.3.1. Video evidence may be submitted in order to determine the proper outcome of a dispute.
- 9.3.2. Video evidence must be submitted to either a designated Chief Range Officer or the Range Master for a decision.
- 9.3.3. Video evidence that is submitted for judgement on a specific scoring, penalty, or disqualification dispute will never be used to implicate the shooter of an unrelated infraction, no matter how serious.
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.***

- 9.4. Any situation not specifically addressed in the rulebook shall be up to the RM to issue a fair and thoughtful ruling.