

# Sioux River Sportsmen's Club

## Cops and Robbers Match Rules

Range Safety and Disqualification rules for this match are based on the [PCSL General Rulebook](#). There are Match Disqualifications and Stage Disqualifications depending on the safety infraction committed. Some of these rules are subject to be different from the PCSL rulebook.

Equipment Rules are unique to this match.

### 1. Equipment Rules - Cops Division

#### 1. Pistol

- a. Pistol Caliber and Dimensions
  - a. Pistol calibers allowed are 9mm Luger/9x19, .40 S&W, .45 Auto, 10mm Auto, .38 Special, .357 magnum, .357 Sig.
  - b. Any pistol used must be able to fit in a box 8 15/16 inches wide, 6 inches tall, and 1 5/8 inches deep with a magazine inserted.
    - i. Dimensions may be measured for legality with a tape measure.
- b. Sights
  - a. Iron sights of any type only.
  - b. Optics are not allowed
- c. Lights
  - a. Weapon mounted lights of any type are allowed. Light must function.
  - b. If a light is installed on the pistol, the pistol must be able to fit in the box without the light installed.
- d. Magwells
  - a. Magwells may not be installed on the pistol.
- e. Action Types
  - a. Double Action, Double Action/Single Action, striker fired pistols are allowed.
  - b. Single action pistols are not allowed.
- f. Ammunition
  - a. No steel core ammo is allowed
    - i. Steel cased ammo without steel core projectiles is allowed.
  - b. Monolithic copper bullets are not allowed.
    - i. Frangible bullets are allowed.
- g. Magazines
  - a. Magazines used may not be longer than a factory magazine with a flat baseplate installed.
  - b. Extensions are not allowed, even if they came installed on the magazines from the factory.
- h. Suppressors

- a. Suppressors may not be used on pistols.

## 2. Rifle

- a. Rifle Caliber and Dimensions
  - a. Rifle must be a caliber of 5.45mm or higher, maximum caliber is 7.62/308 Winchester.
    - i. Pistol caliber carbines/rifles are prohibited.
  - b. Rifles of any length are allowed.
    - i. Short-barrelled rifles (rifles with barrels under 16 inches in length or overall length of less than 26 inches) are allowed for use only by certified law enforcement officers.
      - 1. Exception - A non-law enforcement competitor may use a short-barrelled rifle if the rifle is licensed and the competitor presents proof of licensing.
      - 2. Braced Pistols are considered short-barrelled rifles.
- b. Sights
  - a. Iron Sights allowed
  - b. Non-Magnified Optic allowed
  - c. No magnifiers or variable power scopes allowed.
    - i. Exception - If a duty-rifle with a magnifier or variable power scope is installed, the rifle and optic may be used, but magnification may not be used.
- c. Slings
  - a. Slings may be installed, but they are not allowed to be used during the course of fire during the match.
  - b. It is encouraged that slings be removed from the rifle.
- d. Lights
  - a. Lights may be installed on the rifle.
  - b. Lasers may be installed on the rifle but may not be used.
    - i. Accidental activation of a laser will not incur a penalty as long as a shot is not fired.
    - ii. Use of a laser during a course of fire will result in one procedural penalty for each shot fired.
- e. Actions/Triggers
  - a. Fully automatic rifles may be only by certified law enforcement officers.
    - i. Exception - A non-law enforcement competitor may use a fully automatic rifle if the rifle is licensed and the competitor presents proof of licensing.
  - b. Fully automatic rifles may only be fired in semi-automatic. If the rifle is not capable of semi-automatic fire, it may not be used.
  - c. Binary and forced-reset triggers are not allowed.
- f. Ammunition
  - a. No steel core ammo is allowed (Green Tip).
    - i. Steel cased ammo without steel core projectiles is allowed.
- g. Magazines
  - a. Magazines may have a maximum capacity of 30 rounds.
  - b. Magazine Extensions are not allowed.

- h. Support
  - a. Bipods, tripods, bags, and any other support devices are not allowed.
  - b. The rifle may be supported by stage props as allowed in the written stage brief.
- i. Suppressors
  - a. Suppressors are allowed on rifles.
    - i. Ammunition used must be supersonic so as to be picked up by shot timers.

### **3. Shotgun**

- a. Shotgun Gauge
  - a. All shotguns must be 12 gauge
  - b. 7.5 or smaller birdshot is the only shot allowed in shells.
  - c. No steel shot allowed.
- b. Shotgun Actions
  - a. Pump-action shotguns only. No other shotgun action is allowed.
- c. Sights
  - a. Iron sights of any type.
  - b. Optical sights are not allowed.
- d. Magazine
  - a. Tube fed magazines only.
  - b. Box magazines are not allowed.
  - c. Magazine tube may be of any length, but no more than 5 rounds total may be in the gun at any time.

### **4. Belt Gear**

- a. Holsters
  - a. Any holster that completely covers the trigger guard and encloses the pistol from the muzzle to the breach may be used.
  - b. All retention devices on the holster must be engaged when the pistol holstered prior to shooting a course of fire.
- b. Magazine Pouches
  - a. Any rifle or pistol magazine pouch may be used
    - i. Exception - Magnetic pouches may not be used.
- c. Shotgun shell holders
  - a. Bags, pouches, and shell pouches are allowed for shotgun ammo.
  - b. Duo-load and quad-load caddies are not allowed.
- d. Other Belt Gear
  - a. Dump pouches are specifically allowed and may be used for any purpose.
  - b. Any other belt gear not specifically prohibited elsewhere in the rules may be on the belt.

## **2. Equipment Rules - Robbers Division**

### **1. Pistol**

- a. Pistol Caliber and Dimensions

- a. Pistol calibers allowed are 9mm Luger/9x19, .40 S&W, .45 Auto, 10mm Auto, .38 Special, .357 magnum, .357 Sig.
- b. Any pistol of any size may be used.
- b. Sights
  - a. Iron sights or optical sights are allowed.
- c. Lights
  - a. Weapon mounted lights of any type are allowed. They are not required to function.
- d. Magwells
  - a. Magwells be installed on the pistol.
- e. Action Types
  - a. Any action type is allowed.
- f. Ammunition
  - a. No steel core ammo is allowed
    - i. Steel cased ammo without steel core projectiles is allowed.
  - b. Monolithic copper bullets are not allowed.
    - i. Frangible bullets are allowed.
- g. Magazines
  - a. Any size of magazine may be used.
- h. Suppressors
  - a. Suppressors may not be used on pistols.

## 2. Rifle

- a. Rifle Caliber and Dimensions
  - a. Rifle must be a caliber of 5.45mm or higher, maximum caliber is 7.62/308 Winchester.
    - i. Pistol caliber carbines/rifles are prohibited.
  - b. Rifles of any length are allowed.
    - i. Short-barrelled rifles (rifles with barrels under 16 inches in length or overall length of less than 26 inches) are allowed for use only by certified law enforcement officers.
      1. Exception - A non-law enforcement competitor may use a short-barrelled rifle if the rifle is licensed and the competitor presents proof of licensing.
      2. Braced Pistols are considered short-barrelled rifles.
- b. Sights
  - a. Iron Sights allowed
  - b. Magnified and non-magnified optical sight is allowed
- c. Slings
  - a. Slings may be installed, but they are not allowed to be used during the course of fire during the match.
  - b. It is encouraged that slings be removed from the rifle.
- d. Lights
  - a. Lights may be installed on the rifle.
  - b. Lasers may be installed on the rifle and may not be used.
- e. Actions/Triggers
  - a. Fully automatic rifles may be only by certified law enforcement officers.

- i. Exception - A non-law enforcement competitor may use a fully automatic rifle if the rifle is licensed and the competitor presents proof of licensing.
  - b. Fully automatic rifles may only be fired in semi-automatic. If the rifle is not capable of semi-automatic fire, it may not be used.
  - c. Binary and forced-reset triggers (FRT's) are not allowed.
- f. Ammunition
  - a. No steel core ammo is allowed (Green Tip).
    - i. Steel cased ammo without steel core projectiles is allowed.
- g. Magazines
  - a. Magazines of any capacity are allowed.
- h. Support
  - a. Bipods and bags may be used provided they are attached to the rifle.
    - i. Bipods and bags do not need to be installed on the rifle for the entire match.
    - ii. A bipod or bag may be installed on a rifle between stages at a safe table or loading/staging table.
    - iii. Bipods and bags may not be removed from a rifle during a course of fire.
  - b. The rifle may be supported by stage props as allowed in the written stage brief.
- i. Suppressors
  - a. Suppressors are allowed on rifles.
    - i. Ammunition used should be supersonic so as to be picked up by shot timers.
    - ii. If you are required to reshoot a stage because a suppressed rifle was not picked up by the timer for the final shot of the stage, you will be required to shoot the rifle first on the stage.

### **3. Shotgun**

- a. Shotgun Gauge
  - a. All shotguns must be 12 gauge
  - b. 7.5 or smaller birdshot is the only shot allowed in shells.
  - c. No steel shot allowed.
- b. Shotgun Actions
  - a. Any action type is allowed.
- c. Sights
  - a. Iron sights of any type.
  - b. Optical sights are not allowed.
- d. Magazine
  - a. Tube fed magazines only.
  - b. Box magazines are not allowed.
  - c. Magazine tube may be of any length, but no more than 5 rounds total may be in the gun at any time.

### **4. Belt Gear**

- a. Holsters
  - a. Any holster that completely covers the trigger guard.

- b. All retention devices on the holster must be engaged when the pistol holstered prior to shooting a course of fire.
- b. Magazine Pouches
  - a. Any rifle or pistol magazine pouch may be used
    - i. Exception - Magnetic pouches may not be used.
- c. Shotgun shell holders
  - a. Bags, pouches, and shell pouches are allowed for shotgun ammo.
  - b. Duo-load and quad-load caddies are not allowed.
- d. Other Belt Gear
  - a. Dump pouches are specifically allowed and may be used for any purpose.
  - b. Any other belt gear not specifically prohibited elsewhere in the rules may be on the belt.

### 3. Scoring

#### A. Scoring System - Time Plus Points

1. A competitor's raw stage time, plus time penalties assessed will result in the final time.
2. Each stage of the match is worth 100 points. The competitor in each division with the lowest final time will receive 100 match points. Every other competitor with a higher time will get the percentage of the points relative to the stage winner.
  - a. A competitor's 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.
3. The competitor with the most stage points at the end of the match is the winner.

#### B. Targets

##### 1. Paper/Cardboard Targets

- a. Must be hit at least twice to be neutralized.
- b. Target type and firearm required to neutralize will be specified in the written stage brief.
- c. A paper target that is hit by a bullet that has already passed through a target will not be considered a hit and will not count towards a target being neutralized.

##### 2. Steel Targets

- a. Steel targets of any shape and size may be shot with pistols, rifles, or shotguns in accordance with the written stage brief.
  - a. Steel targets under 50 yards may be engaged with pistol or shotgun, unless the written stage brief specifies a particular firearm to be used with a particular style of target.
  - b. Steel targets over 50 yards may only be engaged with a rifle.
  - c. Steel targets hit from unsafe distances will result in a stage DQ.
    - i. A Rifle hit on steel at less than 50 yards.
    - ii. A Pistol or shotgun hit on steel at less than 7 yards.
- b. Steel Poppers must fall to be neutralized.
  - a. Any falling popper that is hit in the calibration zone and does not fall is considered to be neutralized.

- b. Any falling popper that is hit outside the calibration zone and does not fall is considered to be a failure to neutralize.
  - c. Knock Down steel plates must fall to be neutralized.
    - a. Any falling plate that is hit but does not fall, and is exposing less than 50 percent of its original surface, is considered to be neutralized.
    - b. Any falling plate that is hit but does not fall, and is exposing more than 50 percent of its original surface, is considered to not be neutralized.
  - d. Static Steel Targets
    - a. Static steel targets are considered neutralized when they are struck by a shot.
    - b. Range officers will call hits.
      - i. A range officer's call will be the final ruling.
- 3. Clay Targets
  - a. Clay targets may be shot with rifles or shotguns in accordance with the written stage brief.
  - b. Clay targets are considered neutralized when evidence of being hit by a bullet or by one piece of shot is visible on the target.
  - c. Clay targets held on steel stands are always shotgun targets.
    - a. Shotgun clays engaged with a rifle will result in a stage DQ.
  - d. Clay targets mounted in a cardboard target or holder are always rifle targets.
    - a. Rifle clays engaged with a shotgun will result in a stage DQ.
  - e. Clays are never a pistol target. Any clay shot with a pistol will be called a fail to engage and a fail to neutralize.
- 4. Penalties
  - a. Fail to Engage - A target that was never shot at. Penalty is 5 seconds.
    - a. A target that was not engaged, will also incur a Fail to Neutralize penalty.
  - b. Fail to Neutralize - A target that was not neutralized. Penalty is 5 seconds.
  - c. Fail to Neutralize Rifle Steel 100+ yards - Any steel rifle target of a distance between 100 and 200 yards that was not neutralized will incur a 15 second penalty.
  - d. Fail to Neutralize Rifle Steel 200+ yards - Any steel rifle target of a distance over 200 yards that was not neutralized will incur a 30 second penalty.
  - e. No Shoot - A shot that strikes a white paper no-shoot target. Penalty is 10 seconds.
  - f. Foot Fault - Assessed when shots are fired with at least one part of the body touching anything outside the shooting area. Penalty is 5 seconds.
    - a. If the fault provides a significant advantage to the competitor (exposing a target, skipping a position, etc) the penalty will be assessed per shot fired.
    - b. If the fault does not provide a significant advantage, one penalty will be assessed.
  - g. Procedural - Failing to comply with the written stage brief. Penalty is 10 seconds per occurrence.
    - a. Engaging targets with the wrong firearm. Penalty would be assessed per target.

## 4. PCSL General Rulebook Range Safety Rules

### A. Follow these four rules of firearms safety at all times

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

### B. Cold Range

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.
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.

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

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:
  - a. On a course of fire under direct supervision of an RO.
  - b. Within 6 feet of a side berm or at a designated safe area.
  - c. For the carbine/rifle: carried with the muzzle vertically up or down, to or from a course of fire.
  - d. 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.
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.

### D. Loaded vs. Unloaded Firearms - 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 matchsaver is not considered a loaded firearm.

### E. 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.



- F. **Minimum Target Engagement Distance for Steel Targets**
  - 1. For rifle calibers and shotgun slugs, no steel target shall be engaged within 50 yds
  - 2. For pistol calibers and shotgun bird or buckshot, no steel target shall be engaged within 7 yds
  - 3. Stage designs and procedures shall never entice or require a competitor to engage steel targets closer than these minimum distances.
- G. **Eye protection** must be worn at all times on the range property during match operating hours.
- H. 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.

## 5. Match and Stage Disqualifications

### Match Disqualifications:

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

- A. **Accidental discharge (AD):**
  - 1. Any round traveling directly over a backstop or berm.
  - 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)
  - 3. Any round discharged while manipulating the firearm during reloading, unloading, taking corrective action on a malfunction or perceived malfunction, or
  - 4. While clearly not engaging targets
    - a. 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.)
    - b. 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.
- B. **Dropping or losing control of a loaded firearm.**
  - 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.
  - 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.
- C. **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.
  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.
  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.
- D. Breaking the 180 or other defined safety angle for the course of fire**
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 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.
- E. 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.
- F. Unsportsmanlike conduct, attempts to cheat, or aggressive behavior, physically or verbally**, toward any person, may also be grounds for match disqualification.
- G. 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.

- H. Engaging steel targets at unsafe distances**
1. Example: Shooting a handgun steel target (within 50 yards) with a rifle caliber
  2. Example: Shooting a steel target from an unsafe distance (within 7 yards)
- I. Holstering a loaded handgun with manual safety disengaged, and hammer cocked**
- J. Dropping an unloaded firearm.**

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.
- K. **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).
- L. **Prone with a holstered handgun** - this will result in a “STOP” command and a stage DQ *unless one of the following situations applies*:
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*
  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.
- M. **Engaging Clays with wrong firearm type**
1. Shotgun clays engaged with a rifle or pistol will result in a stage DQ.
  2. Rifle clays engaged with a shotgun will result in a stage DQ.

## 6. Stage Procedures

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

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:
  - a. The minimum round count (assuming 2 per paper target - or other required count per target if nonstandard) for each firearm.
  - b. Types and number of targets for each firearm.
  - c. Maximum point value of the stage (if using PPS scoring).
  - d. Par time (if applicable).
  - e. The start condition of the competitor and the competitor’s firearms.
  - f. The full stage procedure.
  - g. 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).*

- h. Safety notes related to the specific stage (such as safe-angle definitions on non-standard bay layouts or natural terrain areas), if applicable.
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.
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.

**B. "Make ready."**

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.
  - a. 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).
  - b. 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.
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.

**C. "Are you ready? Standby."**

1. When the competitor appears ready to start the stage, or gives a verbal confirmation, the RO handling the timer will make this command.
2. There is no requirement of the shooter to respond. Silence will be taken as confirmation that the shooter is ready.
  - a. If the shooter is not ready, it is their responsibility to speak up and notify the RO.
3. After the "standby" command, the shooter will wait for the start signal, and then begin the stage.

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

1. When the competitor appears to have completed the stage, the RO will speak this command.
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.
  - a. 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.

#### **E. Stop Command**

1. Any RO may issue the "STOP!" command at any point in the stage.
  - a. 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.
  - b. If this command is issued, the shooter must cease what they are doing and safely stop, awaiting further instruction from the RO.

#### **F. Coaching & "Coachable Shooters"**

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.
  - a. 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.
  - b. 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.
  - c. 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.
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.

3. Stipulations only for Hard as Hell Multigun Events (or other events where the MD elects to allow coaching and competitor assistance):
  - a. 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.
  - b. 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.
    - a. 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.
- G. **Reholstering of a loaded handgun** is always allowed unless otherwise specified by the WSB. However, the following conditions must be met:
  1. The handgun's manual safety is engaged (if applicable), OR the external hammer is decocked OR the handgun is strike-fired
  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.
- H. **A competitor is never permitted to go prone with a loaded holstered handgun.**
  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.
- I. **Abandoning/Dumping of Firearms**
  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.
  2. Many stages will require competitors to abandon and transition firearms in a specific manner per the WSB.
  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.
  4. A competitor may never 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. Dump locations may double as firearm staging areas, provided that the competitor can both dump their current firearm and pick up their other firearm safely without enhanced risk of sweeping/flagging.
6. Competitors may always transition back and forth between firearm platforms without penalty, as long as it is done in accordance with all safety rules.

**J. Grounding of Firearms**

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.
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.
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.

**K. Bracing on stage props, walls, and other equipment**

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.
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.
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:
  - a. 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.
  - b. 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.
  - c. 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.
  - d. 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.
  - e. If a wall is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.
4. Bracing on barrels, dump boxes, and other props:

- a. 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.
  - b. 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.
  - c. 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.
  - d. If a prop is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.
5. If engagements are made by bracing in an illegal way, proceduralists 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.

#### **L. Shoot-throughs**

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.
  - a. 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.
  - b. 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.
2. Shoot-throughs for paper to steel or frangible targets:
  - a. 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.

#### **M. Malfunctions**

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.



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.
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.

#### **N. Squibs**

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.
  - a. 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.
2. Eligibility for re-shoots after a potential squib:
  - a. 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.
  - b. 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.

#### **O. Re-shoots**

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).
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.