

Peacemaker National Training Center

2 Gun Rule Book

Revised May 2019

1 Safety

- 1.1 Eye and ear protection is MANDATORY and will be worn by competitors, spectators, and staff.
- 1.1.1 Eye protection may be removed ONLY for the purpose of actively looking through a spotting scope to observe long range steel shots by designated spotters. Once an individual is no longer actively spotting, eye protection must be worn.
- 1.1.2 A shooter whose eye or ear protection falls off during execution of a stage may, at Range Officer discretion, be given a reshoot provided that the safety equipment malfunction was genuine and not due to substandard equipment or intentionally caused by the shooter.
- 1.1.3 Any shooter, spectator, or staff member found or reasonably suspected to be under the influence of a compromising substance such as, but not limited to, alcohol or narcotics will be summarily disqualified (if competing) and asked to immediately leave the property. Match Director and/or Range Ownership approval will be required for any competitor to attend future events.
- 1.1.4 Any shooter, spectator, or staff member who is obviously impaired beyond reasonable ability to operate a vehicle MAY (at exclusive discretion of PNTC) be permitted to remain on the property until a sober third party can retrieve the impaired person.
- 1.1.5 Prescription drugs are specifically NOT exempt from the provisions of 1.1.3 and any person found impaired by same will be subject to penalties as set forth.
- 1.1.6 All PNTC events are COLD RANGE.
- 1.1.7 No competitor may load a firearm except under direction by a Range Officer.
- 1.1.8 Safe Tables
 - 1.1.8.1.1 No competitor may handle, display, service, or repair a firearm except at a designated Safe Table.
 - 1.1.8.1.2 Safe Tables will be marked or verbally designated during match briefing and may be used ONLY for that purpose.
 - 1.1.8.1.3 No competitor may load or appear to load (this includes the use of “dummy” rounds) a firearm at a Safe Table.
 - 1.1.8.1.4 No competitor may be in possession of ammunition while at a Safe Table UNLESS that ammunition is in magazines stored on the competitor’s person. Such magazines WILL NOT be handled or otherwise manipulated in proximity to the Safe Table.
- 1.1.9 Transport of firearms during a match.
 - 1.1.9.1.1 Two Gun is an action sport. Equipment must be of sufficient quality and construction to retain firearm(s) during vigorous movement. Any firearm dropped while loaded, regardless of whether it is chambered, will be grounds for immediate disqualification and MAY NOT be retrieved by anyone other than a Range Officer or Match Director. Any firearm dropped while unloaded may not be retrieved by anyone other than a Range Officer or Match Director. Once the firearm is verified to be unloaded, the competitor may be given back possession of same. Should the competitor retrieve the unloaded firearm prior to verification of unloaded status, he or she will be disqualified.
 - 1.1.9.1.2 When moving any firearm from one location to another (such as stage to stage) the firearm will be COMPLETELY unloaded.
 - 1.1.9.1.3 Handguns
 - 1.1.9.1.3.1 May be cased, magazine removed.

- 1.1.9.1.3.2 May be holstered, decocked, with magazine removed.
- 1.1.9.1.4 Rifles
 - 1.1.9.1.4.1 Require a chamber flag except when directed to load and make ready in preparation for executing a stage.
 - 1.1.9.1.4.2 May be cased, magazine removed.
 - 1.1.9.1.4.3 May be placed in a dolly/cart/caddy and secured in such a way that the muzzle points straight up or at the ground within close proximity to dolly/cart/caddy. Any rifle transported in this manner must have its magazine removed and be secured to prevent its falling from the dolly/cart/caddy. If you aren't sure of your gear, case your rifle.
 - 1.1.9.1.4.4 May be slung on the competitor's person in such a way that the muzzle points straight up or at the ground within close proximity to the competitor's body. Any rifle transported in this matter must have its magazine removed and the sling must be of sufficient construction quality to keep the muzzle in the correct orientation. If you aren't sure of your gear, case your rifle.
- 1.1.10 Any negligent discharge shall be grounds for immediate disqualification.
 - 1.1.10.1 A shooter negligently discharging a round during execution of a stage will be stopped immediately by the Range Officer
 - 1.1.10.2 Negligent discharges include, but are not limited to, the following examples:
 - 1.1.10.2.1 Any round discharged over or outside of a berm. This will include rounds discharged into areas beyond muzzle safe indicators (usually on stages where there are muzzle guidelines more stringent than 180 degree).
 - 1.1.10.2.2 Any round impacting the ground within 10ft of a competitor unless a down-angle target is presented to the competitor as part of legitimate stage procedure and is closer than 10ft.
 - 1.1.10.2.3 Any round fired during loading, reloading, unloading, or while executing remedial action of a firearm.
 - 1.1.10.2.4 Any round fired during a transition of the firearm between hands.
 - 1.1.10.2.5 Any round fired inadvertently during movement, transition between targets/target arrays, or while changing positions.
 - 1.1.10.2.6 Ricochets resulting from rounds impacting in otherwise permissible areas and subsequently exiting are NOT negligent discharges.
 - 1.1.11 The Match Director is the final arbiter of safety concerns and the Range Officer, as responsible party on scene, may make rulings as required to maintain safety for all parties. Any disputes regarding rulings or stoppages by a Range Officer must be brought to the Match Director.
 - 1.1.12 Violations of any safety rules may be grounds for penalty up to and including disqualification/expulsion without refund.
- 2 Sportsmanship is second only to safety at PNTC events and all persons are expected to conduct themselves in a professional and courteous manner while on PNTC property. Penalties up to and including disqualification from both Match and Series may be imposed at Match Director discretion. A warning may be issued but IS NOT required in the case of grievous violations.
 - 2.1.1.1 Unsportsmanlike conduct includes, but is NOT limited to the following acts:
 - 2.1.1.1.1 Any dishonest act in regards to the fair conduct of the match, commonly known as "cheating".
 - 2.1.1.1.2 Falsification of scoring records, alterations to targets, props, or range equipment.
 - 2.1.1.1.3 Any alteration to a competitors firearm(s) or equipment that changes classification. A competitive advantage is not required for the enforcement of this rule. Bring any equipment alteration issues to the Match Director for approval.
 - 2.1.1.1.4 ANY abusive or threatening behavior directed at fellow competitors or match staff will result in immediate disqualification without refund or right of appeal.
 - 2.1.1.1.5 ANY action taken in bad faith with the intent to gain a competitive advantage. A competitive advantage needs to be gained for this rule to have effect. Intentionally causing safety equipment (such as eye or ear protection) to come off or claiming ignorance of rules/stage procedure for the purpose of claiming a reshoot are examples of such behavior.

2.1.1.1.6 Behavior that could reasonably be expected to disrupt a competitor or staff during execution of a stage. This is not limited to willful and deliberate acts. The penalty imposed may be at discretion of Match Director. For instance, a DQ may be warranted for a willful act such as yelling at or insulting a competitor during execution of a stage but a verbal warning may suffice for excessive conversation volume among competitors waiting to shoot.

2.1.1.1.7 Coaching a competitor during execution of a stage is not permitted.

2.1.1.1.7.1 Coaching of a Junior competitor by a parent/guardian/responsible party will be allowed to maintain safety and proper execution of the stage. No person coaching under the exception granted herein may be downrange of the shooter at any time and should, to the extent possible, remain with or behind the person running the shooter.

3 Range Officers

3.1.1.1 May be competitors, volunteers, or PNTC staff.

3.1.1.2 Will be treated with respect at all times.

3.1.1.3 Range Officers are responsible for first-line calls on scoring, penalties, reshoots, or disqualifications. Any disputes or appeals should be brought immediately to a Chief Range Officer or Match Director. In the event of an undisputed disqualification, the Match Director will be notified immediately.

3.1.1.4 Any decision made by the Match Director will be final and not open to appeal.

4 Firearm handling, retention, and abandonment.

4.1 Two Gun is an action sport intended to simulate the practical use of both primary and secondary weapon systems in realistic scenarios.

4.1.1 All equipment used by competitors will be of sufficient quality and appropriate design to ensure that firearms may be retained securely and employed safely.

4.1.1.1 Competitor equipment, ammunition, and firearms are subject to inspection at any time. Any equipment, ammunition, or firearms deemed to be unsafe or faulty may be disallowed at PNTC's sole discretion.

4.1.1.1.1 In the event that a competitor's equipment legitimately becomes unserviceable during a match, he or she may repair or replace same with parts/equipment of similar type provided that the replacement does not violate the strictures of the competitor's division. This repair or replacement requires Match Director approval.

4.2 Competitors MUST utilize a sling on their rifle. The rifle must remain slung about the competitor's body during execution of a stage UNLESS specifically stated in stage description.

4.2.1 Any shot fired in an unslung condition will result in a procedural penalty of 10 seconds.

4.2.2 The sling must support the rifle about the body without the competitor's hand(s) on the rifle. This will be the default condition at start unless otherwise stated in stage description.

4.2.3 One, two, and three point slings are permitted, provided that they meet the standards for safety and equipment division.

4.2.4 If a stage stipulates abandonment of a rifle, the rifle may be unslung at the specified time/location and must be abandoned at the specified location only.

4.3 Refer to 1.1.9.1.1 for any firearm dropped by a competitor.

4.4 Abandonment

4.4.1 Any rifle abandoned in accordance with stage description will be placed in the specified container muzzle down with the safety engaged. Once the competitor no longer has physical control over the rifle, it is considered abandoned.

4.4.2 Most stages, in accordance with the theory of Two Gun matches, will stipulate retention of a COMPLETELY EMPTY rifle, slung about the competitor's person, once rifle engagements have been completed. A competitor will remove the source of ammunition and clear the chamber to the satisfaction of the Range Officer prior to letting the rifle hang on his or her sling and transitioning to handgun engagements.

4.4.3 Any handgun abandoned in accordance with stage description will be placed in the specified container muzzle down in a safe condition. Single and double action semi autos with safeties must have safety engaged, double action only semi autos and revolvers must have the hammer down.

- 4.4.3.1 In the event that a safe abandonment container is not provided on a stage and the handgun must be reholstered, it must be completely empty (mag out, chamber clear).
- 4.5 Muzzle orientation
 - 4.5.1 At no time may a competitor orient the muzzle of a firearm in such a way that it breaks the 180 degree plane.
 - 4.5.1.1 A slung, completely empty, rifle is exempt from the 180 degree rule until ammunition is placed into the firearm. Placement of ammunition into the firearm (to include installation of a magazine, regardless of whether a round is chambered) reinstates the 180 degree rule.
 - 4.5.1.2 Competitors facing downrange, when drawing or holstering a handgun, may orient the muzzle SLIGHTLY uprange provided that the muzzle does not orient outside an imaginary circle three feet in radius from the competitor's feet.
 - 4.5.2 At no time may a competitor orient the muzzle of a firearm in such a way that it points at the competitor's own body or the body of another person. This is known colloquially as "muzzling" or "sweeping" and will not be permitted at any time.
 - 4.5.2.1 A competitor is permitted to BRIEFLY sweep his or her own lower body when drawing or holstering as long as his or her fingers are demonstrably outside of the trigger guard.
 - 4.5.2.2 A competitor is permitted to sweep his or her own body when slinging or unslinging a COMPLETELY EMPTY rifle.
 - 4.5.3 At no time may a competitor orient the muzzle of a firearm in a manner or direction expressly stated to be unsafe by the Match Director or a Range Officer.
- 4.6 A competitor may not place a finger inside of a trigger guard when loading, unloading, reloading, or executing remedial action.
 - 4.6.1 Execution of commands by Range Officers to include "Hammer down" are considered exceptions but do not absolve the competitor of responsibility for negligent discharges. See 1.1.10.
- 4.7 A competitor may not engage steel targets with handgun caliber ammunition at a distance of less than 10yd.
- 4.8 A competitor may not engage steel targets with rifle caliber ammunition at a distance of less than 75yd unless specifically permitted by stage description.
- 5 Ammunition
 - 5.1 All handgun ammunition must be of 9mm (.355") diameter or greater (more stringent criteria may apply in some divisions).
 - 5.2 All rifle ammunition must be of 5.45mm (.221") diameter or greater (more stringent criteria may apply in some divisions).
 - 5.3 No projectiles containing steel cores, steel jackets, or bi metal jackets may be used.
 - 5.4 No projectiles containing armor piercing (i.e. tungsten), incendiary, or tracer components may be used.
 - 5.4.1 Any competitor found using prohibited ammunition may be given the opportunity to replace his or her ammunition with approved ammunition and allowed to continue to participate. A second offense will result in disqualification without refund.
 - 5.4.2 Any damage to steel targets, props, or other PNTC property (this is to be interpreted without limitation) will be charged to the competitor. No warning will be given.
- 6 Firearms
 - 6.1 PNTC reserves the right to inspect any competitor's equipment at any time and this includes firearms. Any firearm considered unsafe, broken, damaged, or otherwise unserviceable by PNTC staff will be removed from competition immediately and may only be reinstated with the approval of the Match Director.
 - 6.2 No firearm capable of fully automatic or burst fire will be utilized.
 - 6.3 Competitors must use the same firearms (rifle and handgun) throughout the event. Repair, significant alteration, or replacement requires Match Director approval in accordance with 4.1.1.1.1.
 - 6.4 Significant alteration, reconfiguration, or surreptitious replacement of a firearm during the match will result in disqualification.
 - 6.4.1 Removal or installation of support devices, scope caps/covers, chamber flags, etc. are not to be considered significant alteration.
 - 6.5 Unless specifically stated in stage description, the following ready conditions will be adhered to:

- 6.5.1 Rifles will be loaded to division capacity (unless otherwise specified) and held at low ready if they are to be used first.
- 6.5.2 Rifles, if not to be used first, will be completely empty and slung in such a manner that the sling touches the clavicle, supporting the rifle without contacting the competitor's hands. No other clips, clamps, or supports are permitted.
- 6.5.3 Handguns will be loaded to division capacity (unless otherwise specified) and holstered. Single action or double action semi auto handguns with manual safeties must have the safety engaged. Double action only semi auto handguns and revolvers must have the hammer down/forward.
- 6.5.4 Holding any ammunition or ammunition feeding device after the "Standby" command and before the audible start signal with the hands is prohibited.

7 Divisions

- 7.1 Every competitor will declare one division prior to the beginning of the match.
- 7.2 No competitor may change divisions once the match has begun except with the express approval of the Match Director. For this to be permitted there must have been an error in good faith (such as a new competitor that did not fully understand classification rules). Any competitor attempting to gain a competitive advantage by exploiting this exception will be considered to have violated 2.1.1.1.5.
- 7.3 Any competitor whose equipment, ammunition, or firearm(s) is determined by the Match Director or other event staff to be out of compliance with his or her stated division may be placed into the Open Division. Should his or her equipment not meet the requirements of Open, the competitor may be disqualified or allowed to compete for no score at the Match Director's option.
- 7.4 No competitor may substitute a rifle/long gun, regardless of chambering, for a handgun at any time.

7.5 Open Division

- 7.5.1 A handgun of semi automatic or revolving type may be used.
- 7.5.2 No magazine length or capacity limit exists.
- 7.5.3 Handgun holsters must securely retain handguns during vigorous movement. Semi auto handguns must have trigger covered by holster material. Revolvers must have both trigger and cylinder covered by holster material. Belts supporting holsters must be worn on the waist. No shoulder, ankle, SOB, or crossdraw holsters will be permitted.
- 7.5.4 A rifle of semi automatic type must be used.
 - 7.5.4.1 All electronic and optical sighting devices are permitted.
 - 7.5.4.2 All muzzle devices, to include compensators, brakes, and suppressors, are specifically permitted.
 - 7.5.4.3 Support equipment affixed to the rifle is specifically permitted. Bipods may begin the stage stowed or deployed.

7.6 Tactical Scope Division (ONLY DIVISION TRACKED IN THE 2019 SERIES)

- 7.6.1 A handgun of semi automatic or revolving type may be used.
 - 7.6.1.1 Electronic sighting devices, optical sighting devices, extended radius sights, compensators, external weights, and barrel porting are prohibited.
 - 7.6.1.2 Single stack magazines may not exceed 170mm in length.
 - 7.6.1.3 Double stack magazines may not exceed 140mm in length.
 - 7.6.1.4 Handgun holsters must securely retain handguns during vigorous movement. Semi auto handguns must have trigger covered by holster material. Revolvers must have both trigger and cylinder covered by holster material. Belts supporting holsters must be worn on the waist. No shoulder, ankle, SOB, or crossdraw holsters will be permitted.
- 7.6.2 A rifle of semi automatic type must be used.
 - 7.6.2.1 Not more than one electronic or optical sight may be used.
 - 7.6.2.2 A supplemental magnifier is permitted provided that the magnifier contains no reticle and is incapable of being used as an aiming device by itself. The magnifier must remain attached to the rifle in the same location for the duration of the match. The competitor may use the sighting device in magnified or unmagnified configuration without restriction.
 - 7.6.2.3 No supporting devices (such as bipods and bags) are permitted. Any devices attached to the forend of the rifle must fit inside an 18" long piece of 4" diameter Schedule 40 PVC pipe when fully deployed/unfolded. If the pipe fails to fit all the way back to the scope, scope mount, or magazine well, the competitor must remove the prohibited part for the duration of the match or be moved to Open Division.

- 7.6.2.4 Compensators and muzzle brakes are permitted but may not exceed 1in diameter and 3in length (muzzle crown to end of compensator/brake).
- 7.6.2.5 Suppressors are specifically permitted.
- 7.6.2.6 Drum magazines are prohibited. Magazines may be coupled in pairs.
- 7.6.2.7 Magazines may not be loaded with more than 30 rounds at any time after the start signal. Magazines utilized during execution of a stage that have more than 30 rounds will result in movement of the competitor to the open division.
- 7.7 Tactical Limited Division
 - 7.7.1 A handgun of semi automatic or revolving type may be used.
 - 7.7.1.1 Electronic sighting devices, optical sighting devices, extended radius sights, compensators, external weights, and barrel porting are prohibited.
 - 7.7.1.2 Single stack magazines may not exceed 170mm in length.
 - 7.7.1.3 Double stack magazines may not exceed 140mm in length.
 - 7.7.1.4 Handgun holsters must be of a tactical/practical carry type (rulings to be made by Match Director in case of disputes) and securely retain handguns during vigorous movement. Semi auto handguns must have trigger covered by holster material. Revolvers must have both trigger and cylinder covered by holster material. Belts supporting holsters must be worn on the waist. No shoulder, ankle, SOB, or crossdraw holsters will be permitted.
 - 7.7.2 A rifle of semi automatic type must be used.
 - 7.7.2.1 Not more than one non-magnified electronic or optical sight is permitted. Any sighting device originally designed to be capable of any magnifications (regardless of whether the magnification is used or not) are prohibited.
 - 7.7.2.2 No supporting devices (such as bipods and bags) are permitted. Vertical/angled foregrips and other accessories must be less than 4" in length when measured from the forend to the most distal point.
 - 7.7.2.3 Compensators and muzzle brakes are permitted but may not exceed 1in diameter and 3in length (muzzle crown to end of compensator/brake).
 - 7.7.2.4 Suppressors are specifically permitted.
 - 7.7.2.5 Drum magazines are prohibited. Magazines may be coupled in pairs.
 - 7.7.2.6 Magazines may not be loaded with more than 30 rounds at any time after the start signal. Magazines utilized during execution of a stage that have more than 30 rounds will result in movement of the competitor to the Open Division.
- 7.8 Heavy Metal Scope Division
 - 7.8.1 A handgun of semi automatic or revolving type may be used.
 - 7.8.1.1 Electronic sighting devices, optical sighting devices, extended radius sights, compensators, external weights, and barrel porting are prohibited.
 - 7.8.1.2 Single stack magazines may not exceed 170mm in length.
 - 7.8.1.3 Double stack magazines may not exceed 140mm in length.
 - 7.8.1.4 Handgun holsters must be of a tactical/practical carry type (rulings to be made by Match Director in case of disputes) and securely retain handguns during vigorous movement. Semi auto handguns must have trigger covered by holster material. Revolvers must have both trigger and cylinder covered by holster material. Belts supporting holsters must be worn on the waist. No shoulder, ankle, SOB, or crossdraw holsters will be permitted.
 - 7.8.1.5 Magazines may not be loaded with more than 10 rounds at any time after the start signal. Magazines utilized during execution of a stage that have more than 10 rounds will result in movement of the competitor to the Open Division.
 - 7.8.1.6 Minimum handgun caliber is .44"
 - 7.8.1.7 Minimum handgun power factor is 165 (bullet weight in grains x velocity in fps / 1000).
 - 7.8.2 A rifle of semi automatic type must be used.
 - 7.8.2.1 Minimum caliber is .30"
 - 7.8.2.2 Not more than one electronic or optical sight is permitted.
 - 7.8.2.3 A supplemental magnifier is permitted provided that the magnifier contains no reticle and is incapable of being used as an aiming device by itself. The magnifier must remain attached to the

rifle in the same location for the duration of the match. The competitor may use the sighting device in magnified or unmagnified configuration without restriction.

- 7.8.2.4 No supporting devices (such as bipods and bags) are permitted. Any devices attached to the forend of the rifle must fit inside an 18" long piece of 4" diameter Schedule 40 PVC pipe when fully deployed/unfolded. If the pipe fails to fit all the way back to the scope, scope mount, or magazine well, the competitor must remove the prohibited part for the duration of the match or be moved to Open Division.
- 7.8.2.5 Compensators and muzzle brakes are permitted but may not exceed 1in diameter and 3in length (muzzle crown to end of compensator/brake).
- 7.8.2.6 Suppressors are specifically permitted.
- 7.8.2.7 Magazines may not be loaded with more than 20 rounds at any time after the start signal. Magazines utilized during execution of a stage that have more than 20 rounds will result in movement of the competitor to the Open Division.
- 7.8.2.8 Drum magazines are prohibited. Magazines may not be coupled.

8 Scoring and awards.

8.1 Stage score will be based on raw time plus penalties.

8.2 Neutralization of paper/cardboard targets.

- 8.2.1 Heavy Metal division requires only one hit anywhere on a cardboard/paper target to neutralize without penalty.
- 8.2.2 All other divisions require two hits minimum per target (both rifle and handgun) with the best two hits being scored.
 - 8.2.2.1 To be scored as neutralized without penalty, a target must have two hits in the A or B zones.
 - 8.2.2.2 Each hit in the C zone on IPSC "Torso" or "Turtleback" targets will result in a 1 second penalty.
 - 8.2.2.3 Each hit in the D zone on IPSC "Torso" or "Turtleback" targets will result in a 2 second penalty.
 - 8.2.2.4 Each miss will result in a 5 second penalty, to a limit of two misses per target (i.e. target engaged twice but missed both times = 2 x 5 sec = 10 sec penalty).
- 8.2.3 Any paper/cardboard target not engaged will result in a 15 second penalty.
- 8.2.4 Any No Shoot paper/cardboard target hit will result in a 10 second penalty per hit to a limit of two penalties per target (i.e. No Shoot engaged twice and hit both times = 2 x 10 sec = 20 sec penalty).
- 8.2.5 A hole in a target counted for score or penalty must be the result of a direct hit by a bullet. Evidence that a direct shot produced a given hole on a target, such as a carbon ring, may be examined in case of doubt or question. Any holes that result from shrapnel, bullet fragments, obvious ricochet, or other objects will not be counted for score or penalty.
- 8.2.6 All paper/cardboard targets are considered to be impenetrable and any hits that result from a pass through shot from one target to a second (generally evidenced by lack of a carbon ring) will not count for score or penalty on the second target.

8.3 Neutralization of steel or frangible targets.

- 8.3.1 All static steel targets must visibly react to be scored as hit. Range Officer calls on static steel targets are final.
- 8.3.2 All reactive steel targets (poppers, knock offs, etc.) must fall to score. In the event of target failure, a Range Officer may call a hit, allowing the competitor to proceed without penalty.
- 8.3.3 Misses on steel or frangible targets inside 100yd and not otherwise designated as long range in the stage description or brief will result in a 10 second penalty.
- 8.3.4 Any frangible targets (clay pigeons, etc.) must be fractured by gunfire to be scored.
- 8.3.5 Any steel or frangible targets inside 100yd and not otherwise designated as long range in the stage description or brief that is not engaged by the competitor will result in a 15 second penalty.
- 8.3.6 Misses on steel or frangible targets outside 100yd or otherwise designated as long range in the stage description or brief will result in a 30 second penalty.
- 8.3.7 Any steel or frangible targets outside 100yd or otherwise designated as long range in the stage description or brief will result in a 40 second penalty.

8.4 Procedural penalties

- 8.4.1 Failure to follow the procedure in the stage description or stage briefing will result in a 10 second Procedural penalty.

- 8.4.2 If a competitive advantage is deemed to have been gained by violating stage procedure a 60 second Super Procedural penalty will be assessed.
- 8.5 Any stage that a competitor does not execute will receive zero points.
- 8.6 Unless clearly and explicitly stated in the stage description or stage briefing the maximum time permitted to execute a stage (Par Time) will be 180 seconds.
- 8.7 Entering a competitor's score in an electronic scoring device or signing a score sheet will not be a final act. A Range Officer or the Match Director may amend a competitor's score if such a revision is deemed necessary (this may include assessment or removal of penalties, alteration to time, or disqualification). Competitors may not make amendments, revisions, or alterations once a score is entered without the approval of the Match Director.
- 8.8 Abandonment of a firearm in a location other than that specified, provided that the firearm is left in a safe condition (reference 4.4) and no person may get downrange of it at any time, will result in a 20 second procedural penalty for improper abandonment/grounding.
 - 8.8.1 A competitor who abandons a firearm may stop and retrieve the firearm provided that he or she has not picked up/loaded/drawn the next firearm. Retrieval of the previous firearm once a subsequent firearm has been picked up/loaded/drawn will result in a 10 second procedural penalty provided that no safety violations were committed.
 - 8.8.2 A competitive advantage gained as a result of improper abandonment/grounding or improper firearm retrieval will result in a 60 second Super Procedural penalty.
- 8.9 Time Plus Points
 - 8.9.1 Total stage time will be the competitors raw time as measured by a reliable shot timer with penalties added.
 - 8.9.2 Points will be assigned to each stage at the discretion of the Match Director but should be guided by the expected time to shoot the stage.
 - 8.9.3 Order of finish on a stage will be determined by hit factor value based on the fastest time with the winner of a stage receiving all available stage points. All other competitors will receive stage points based on the percentage of the stage winner.
 - 8.9.4 Total match score will be the sum of stage points earned from all stages.
- 8.10 In the 2019 season, PNTC will track ONLY the Tactical Scope Division for series points.
- 8.11 PNTC reserves the right to distribute prizes as management sees fit.

Penalties:

Paper Targets

- Charlie: 1 sec
- Delta: 2 sec
- Miss: 5 sec
- Failure to engage (unhit target, no engagement): 15 sec
- No shoot: 10 sec

Steel/Frangible Targets Close Range

- Unhit steel or frangible: 10 sec
- Unhit steel or frangible FTE: 15 sec
- No shoot: 10 sec

Steel/Frangible Targets Long Range

- Unhit steel or frangible Long Range: 30 sec
- Unhit steel or frangible FTE Long Range: 40 sec
- No shoot: 10 sec

Other

- Procedural: 10 sec
- Super Procedural: 60 sec

Improper grounding: 10 sec