



All shooters are invited
on October 19 to 22
at the Armscor Shooting Range



1st CHIEF PNP INTERNATIONAL Benelli CUP 2017

PSMOC CLASSIFIER / USPSA QUALIFIER

Level 3 15 Stages (HG/PRR/SG) Level 2 2-GUN 8 Stages (HG+SG)

(Single Stack Bonus Division: .45 Cal. Bushing type/8 Rds ONLY)

Organized By: ● **Punto Blanco**

Presented by:



*Exclusive Philippine Law Enforcement and
Civilian Distributor of*



COF of the 1st Chief PNP International Benelli Cup 2017

Designed by: Bogie Castro, PSMOC Corporate Secretary

Stage Number: 1 (Handgun/PRR/Shotgun Stage)

Type: Speed

Scoring Method: Points Factor

Targets: 4 Round Falling Plates, 5 Falling Targets

Minimum number of rounds: 9 rds.

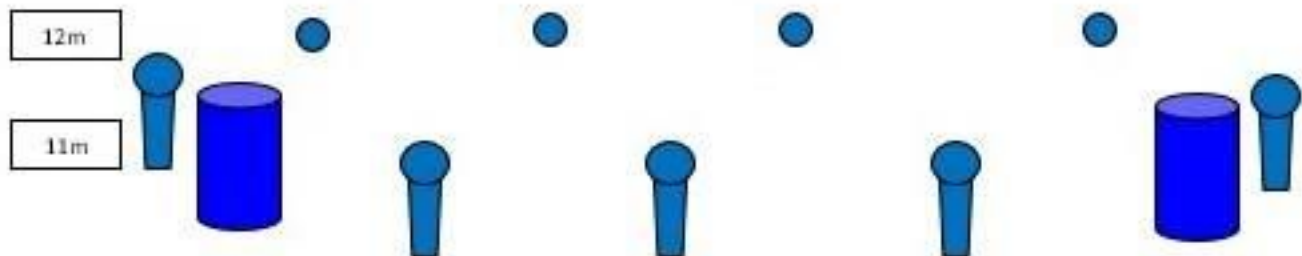
Start position/Condition of Firearm Handgun Match: Standing anywhere inside the shooting area, hands hanging naturally at sides. Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing anywhere inside the shooting area, Low Ready in Condition 1

Time starts: Audible

Procedure Handgun/PRR/Match: On audible signal, shoot targets while inside the shooting area.

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.



Stage Number: 2 (Handgun/PRR/Shotgun Stage)

Type: Intermediate

Scoring Method: Points Factor

Targets: 2 PSMOC Targets, 2 Small PSMOC Targets, 7 Round Falling Plates, 2 Clay Targets (for shotgun)

Minimum number of rounds: Handgun/PRR= 15 rds Shotgun= 9 rds

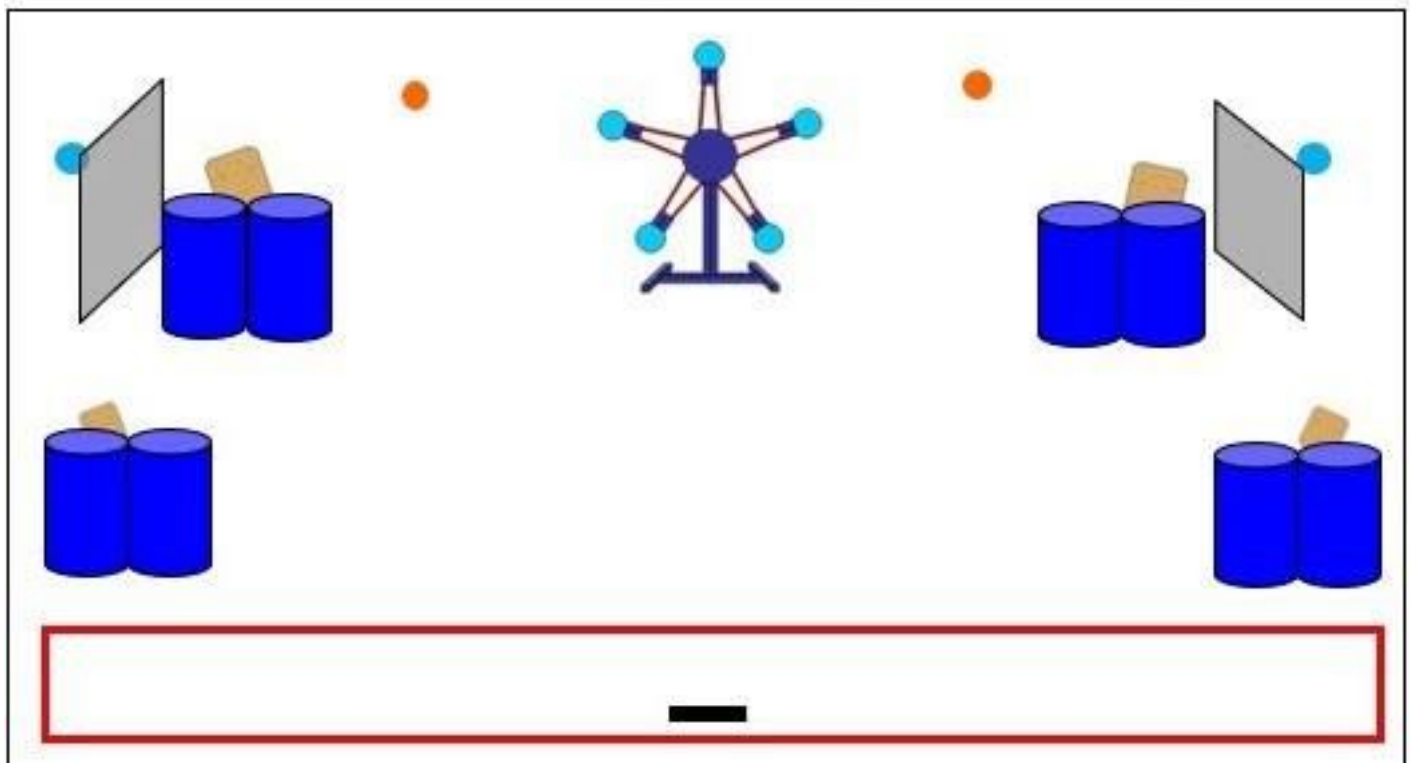
Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark holding Shotgun/PRR at port arms (butt at hip level, muzzle pointing downrange at 30-degree angle) in Condition 1

Time starts: Audible

Procedure Handgun/PRR Match: On audible signal, shoot targets while inside the shooting area.

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.



Stage Number: 3 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 8 Small PSMOC Targets, 4 Round Falling Plates, 7 Small Falling Targets, 4 Clay Targets (for Shotgun & 2-Gun only)

Minimum number of rounds: Handgun/PRR= 27 rds, Shotgun= 15 rds, 2-Gun Handgun=16 rds, Shotgun= 15

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1

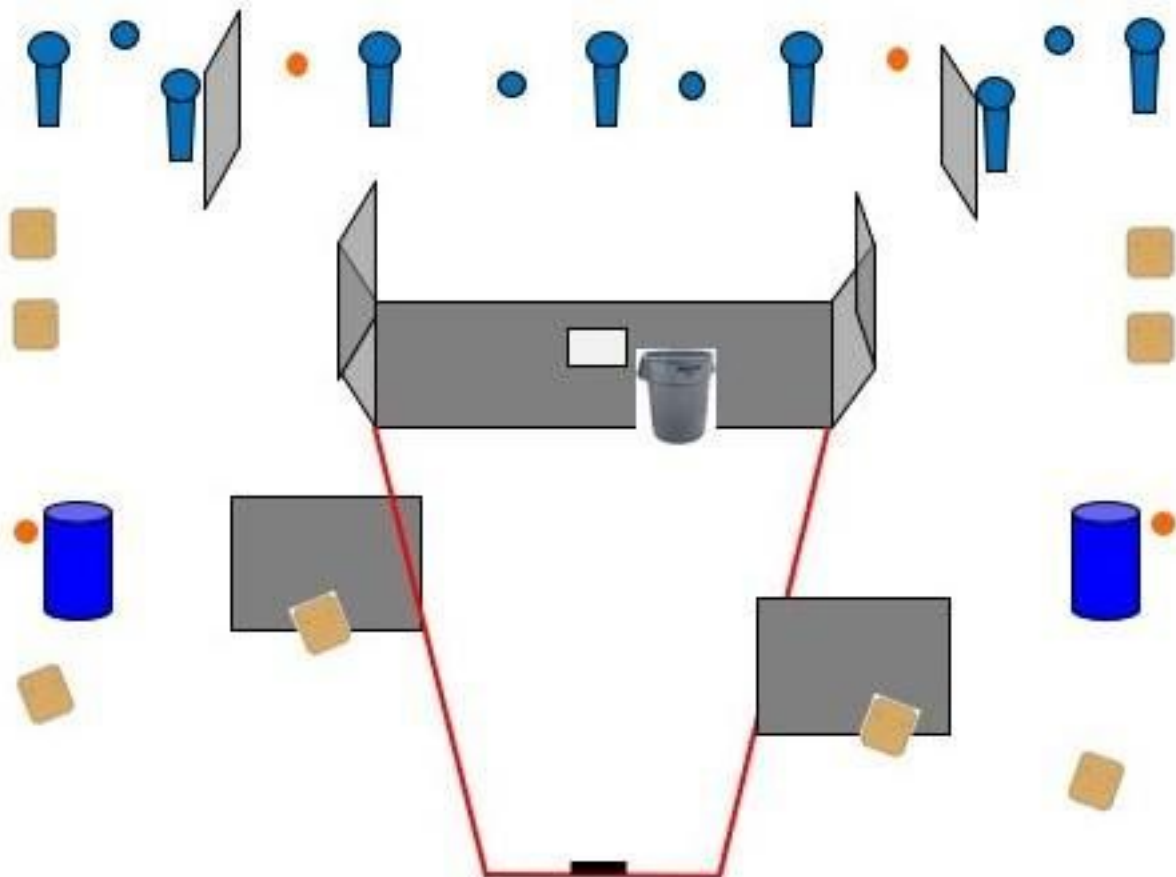
Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 1

Start position/Condition of Firearm 2-Gun: Shotgun in Low Ready Condition 1, Handgun holstered in Condition 2

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot targets while inside the shooting area.

Procedure 2-Gun: Shoot Metal Targets with Shotgun, dump shotgun into the drum muzzle pointed downwards safety engaged. Then shoot the PSMOC Paper Targets with the handgun.



Stage Number: 4 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 9 PSMOC Targets, 9 Round Falling Plates, 6 Falling Targets

Minimum number of rounds: Handgun/PRR= 33 rds, Shotgun= 15 rds, 2-Gun Handgun=23 rds Shotgun=10 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 1

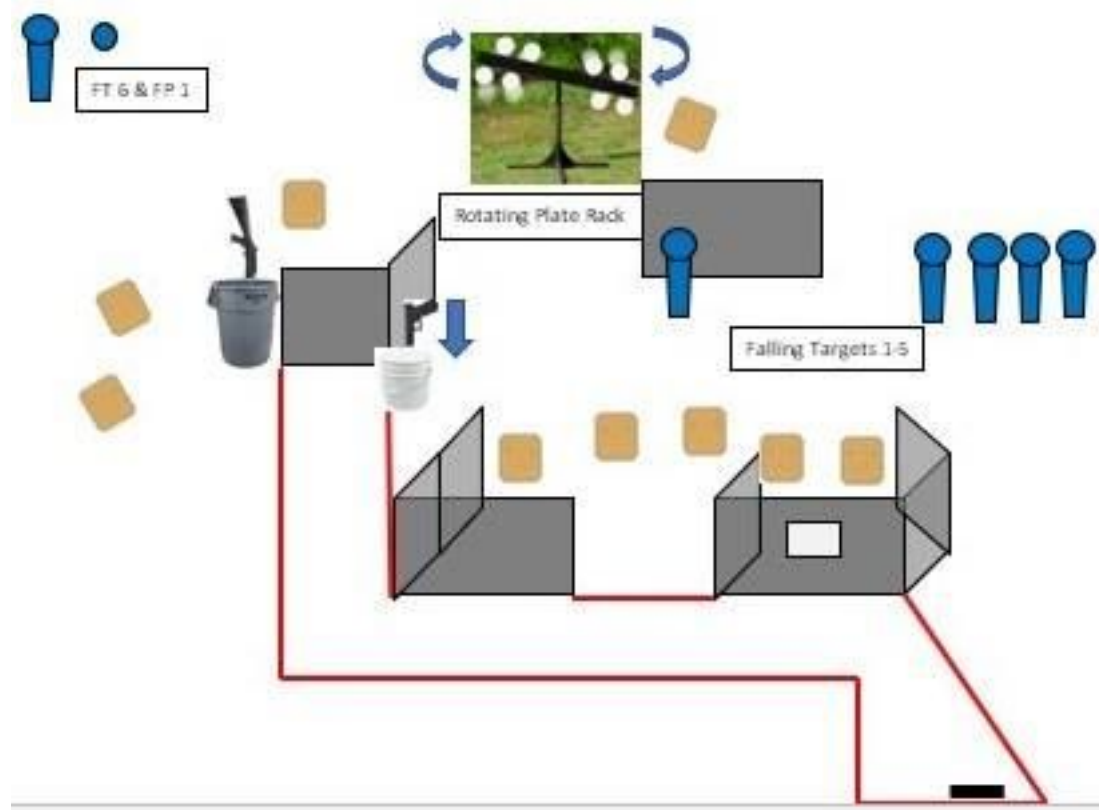
Start position/Condition of Firearm 2-Gun: Standing on mark hands hanging naturally at sides. Handgun holstered in Condition 1. Shotgun inside the drum muzzle pointing downwards in Condition 2

Time starts: Audible

Procedure Handgun/PRR/Match: On audible signal, shoot targets while inside the shooting area.

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.

Procedure 2-Gun: Shoot Falling Targets 1-5 and all PSMOC paper targets with the Handgun while inside the shooting area, then dump the Handgun into the bucket muzzle pointing downwards safety engaged. Retrieve the Shotgun then shoot Falling Target 6 and Round Falling Plate 1 and Rotating Plate Rack with the Shotgun while inside the shooting area.



Stage Number: 5 (Handgun/PRR/Shotgun)

Type: Intermediate

Scoring Method: Points Factor

Targets: 4 Round Falling Plates, 4 Rectangular Falling Targets, 8 Small Falling Targets

Minimum number of rounds: 16 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 1

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot targets while inside the shooting box with the same color as the metal targets.



Stage Number: 6 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 4 PSMOC Targets, 2 Small PSMOC Targets, 4 Round Falling Plates, 5 Falling Targets, 5 Small Falling Target

Minimum number of rounds: Handgun/PRR = 26 rds, Shotgun = 14 rds, 2-Gun Handgun= 12 rds Shotgun= 14 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 1

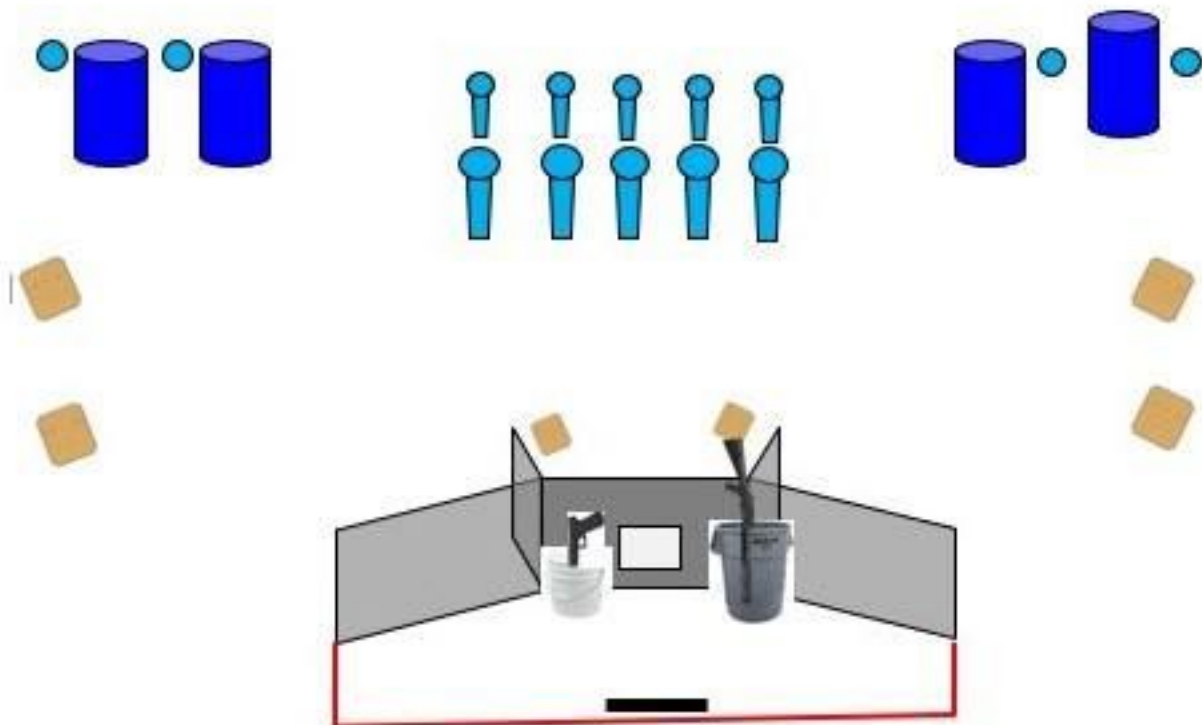
Start position/Condition of Firearm 2-Gun: Standing on mark, Handgun inside the bucket in Condition 2, Shotgun inside the drum in Condition 2

Time starts: Audible

Procedure Handgun/PRR Match: On audible signal, shoot targets while inside the shooting area

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.

Procedure 2-Gun: The shooter has the option to start with the Handgun or Shotgun. Shoot the metal targets with the Shotgun and the PSMOC paper targets with the Handgun. Dump the Handgun with muzzle pointed downwards safety engaged into the bucket. Dump the Shotgun with muzzle pointed downwards safety engaged into the drum.



Stage Number: 7 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 7 PSMOC Targets, 1 No-Shoot, 1 Round Falling Plate, 7 Falling Targets, 4 Clay Targets(Shotgun & 2-Gun)

Minimum number of rounds: Handgun/PRR = 22 rds Shotgun = 12 rds, 2-Gun Handgun= 24 rds Shotgun= 12 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides, Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 2

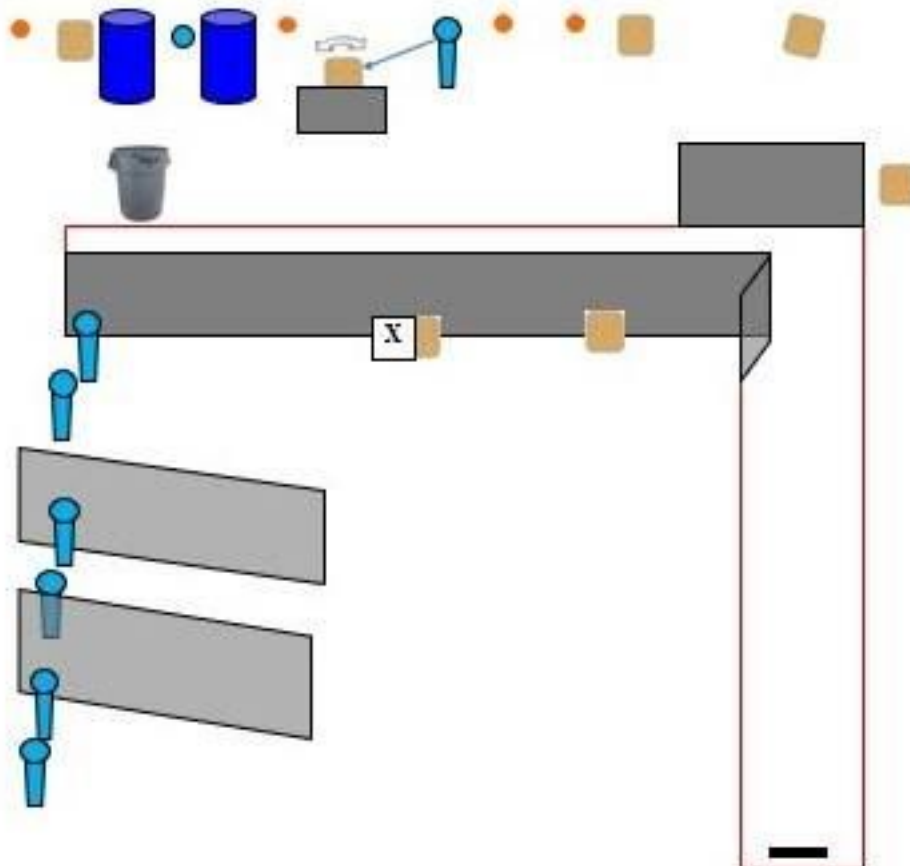
Start position/Condition of Firearm 2-Gun: Standing on mark, holding Shotgun in Low Ready Condition 1, Handgun holstered Condition 2

Time starts: Audible

Procedure Handgun/PRR Match: On audible signal, shoot targets while inside the shooting area

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.

Procedure 2-Gun: Shoot all metal targets with the Shotgun. Then dump the Shotgun muzzle pointing downwards into the drum safety engaged. Then shoot the PSMOC paper targets with the handgun.



Stage Number: 8 (Handgun/PRR/Shotgun)

Type: Intermediate

Scoring Method: Points Factor

Targets: 2 Small PSMOC Targets, 8 Falling Targets

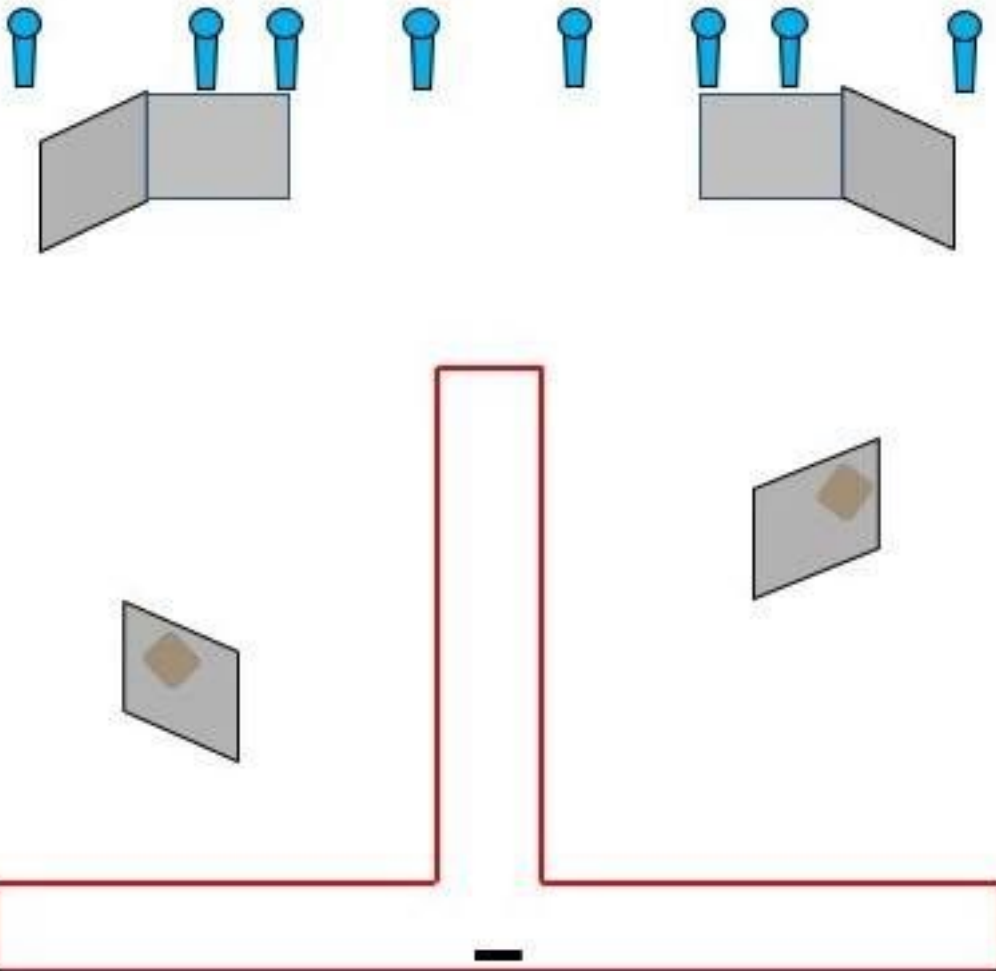
Minimum number of rounds: Handgun/PRR= 12 rds Shotgun= 8 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1.

Start position/Condition of Firearm PRR/Shotgun: Standing on mark at port arms (butt of shotgun/PRR at hip level, muzzle pointing downrange at 30-degree angle in Condition 1).

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot targets within the shooting area.



Stage Number: 9 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 9 Small PSMOC Targets, 7 Round Falling Plates, 5 Small Falling Targets

Minimum number of rounds: Handgun/PRR= 30 rds, Shotgun= 12 rds, 2-Gun Handgun= 18 rds Shotgun =12 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 1

Start position/Condition of Firearm 2-Gun: Standing on mark, holding Shotgun in low ready position Condition 1.

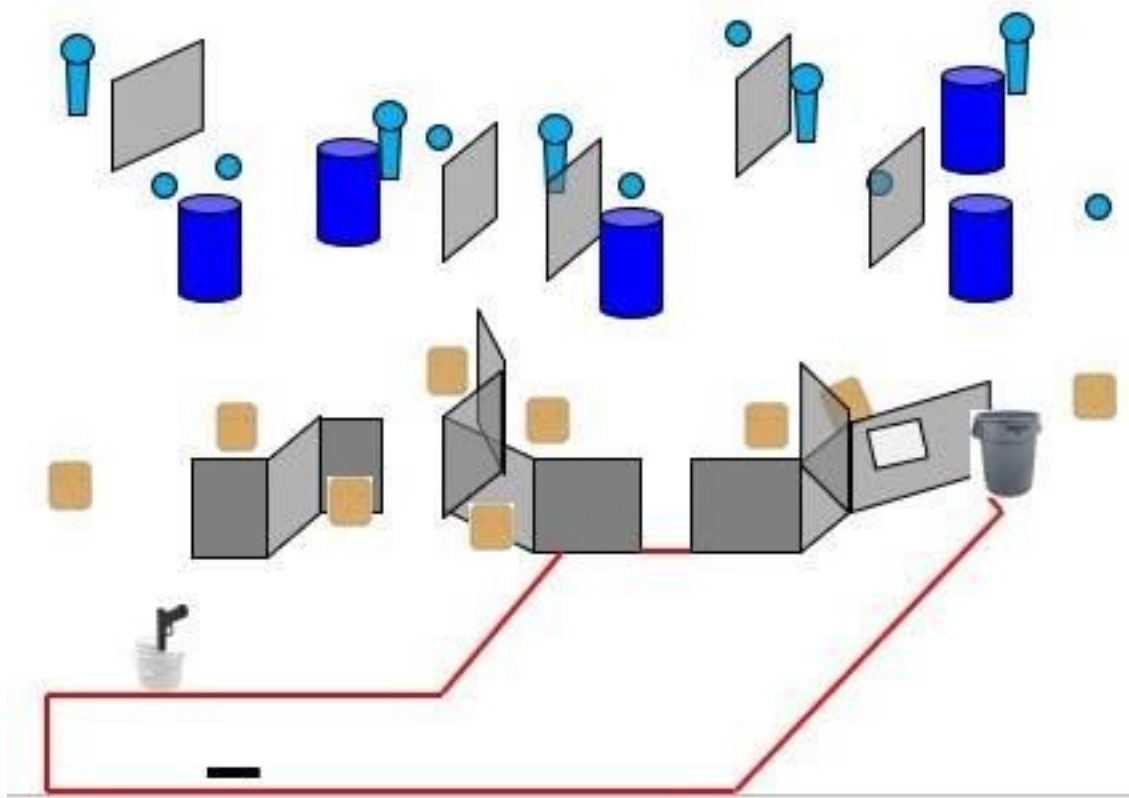
Handgun inside the bucket muzzle pointed downwards in Condition 3 magazines on pouches

Time starts: Audible

Procedure Handgun/PRR Match: On audible signal, shoot targets while inside the shooting area

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.

Procedure 2-Gun: Shoot all metal targets with the Shotgun then dump the Shotgun into the drum with muzzle pointing downwards safety engaged. Then retrieve the Handgun and shoot all PSMOC paper targets with the handgun while inside the shooting area.



Stage Number: 10 (Handgun/PRR/Shotgun)

Type: Intermediate

Scoring Method: Points Factor

Targets: 1 PSMOC Target, 5 Round Falling Plates (Death Star) , 3 Falling Targets

Minimum number of rounds: Handgun/PRR= 10 rds Shotgun= 8 rds

Start position/Condition of Firearm Handgun Match: Standing anywhere inside the shooting area, hands hanging naturally at sides. Handgun holstered in Condition 1

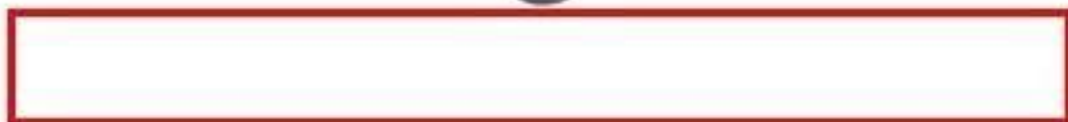
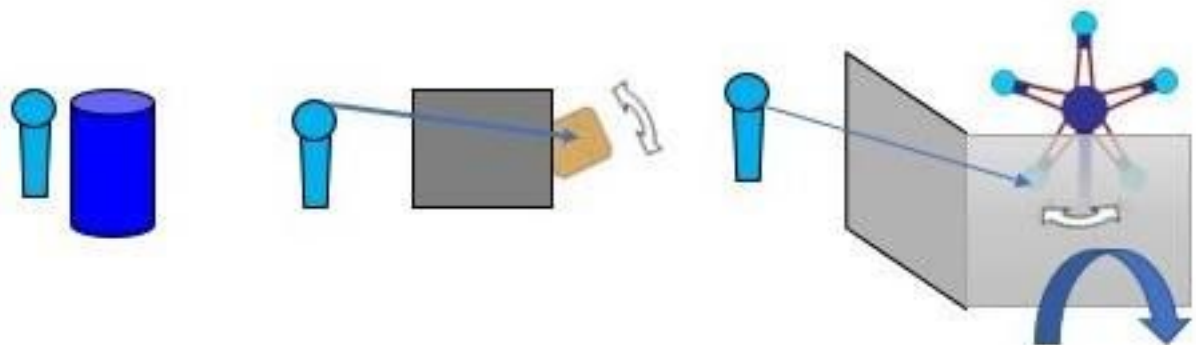
Start position/Condition of Firearm PRR/Shotgun: Standing anywhere inside the shooting area hands hanging naturally, PRR/Shotgun inside the drum in Condition 2 muzzle pointing downwards.

Time starts: Audible

Procedure Handgun/PRR Match: On audible signal, shoot targets while inside the shooting area

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.

Note: Falling Target 2 will activate the swinging target. Falling Target 3 will activate and open the cover of the swinging Death Star.



Stage Number: 11 (Handgun/PRR/Shotgun/2-Gun)

Type: Intermediate

Scoring Method: Points Factor

Targets: 4 Falling Targets, 4 Small Falling Targets, 3 Rectangular Plates, 3 Round Plates, 3 Triangle Plates, 3 Star Plates

Minimum number of rounds: Handgun/PRR/Shotgun =20 rds, 2-Gun Handgun= 12 Shotgun= 8

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides. Handgun holstered in Condition 3

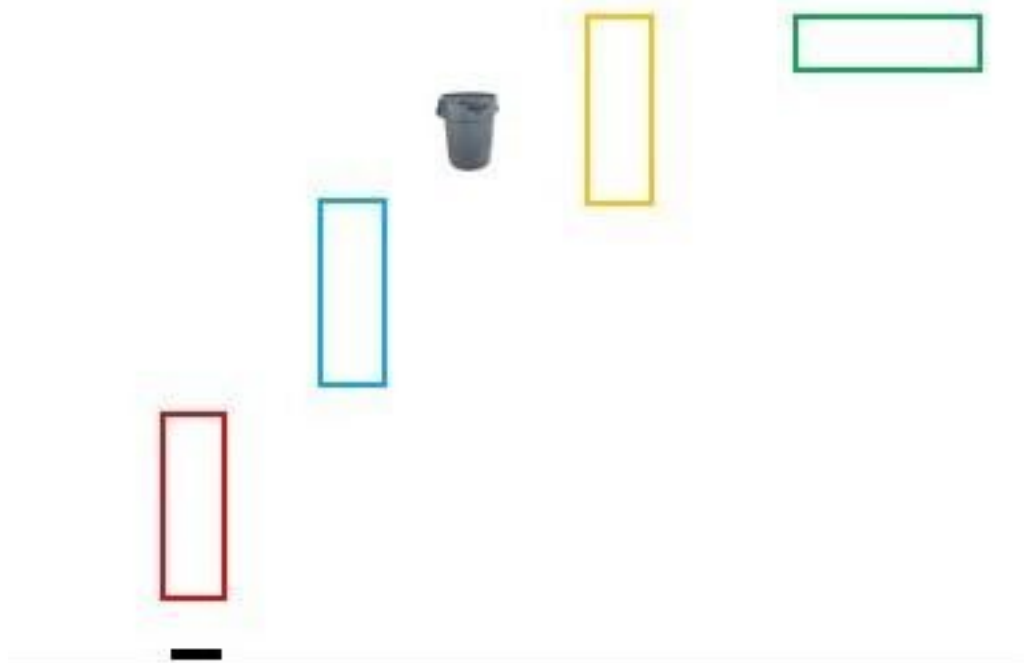
Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 2

Start position/Condition of Firearm 2-Gun: Standing on mark, holding Shotgun in low ready position Condition 1. Handgun holstered in Condition 3

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot the targets with the same color as the shooting box.

Procedure 2-Gun: On audible signal, shoot red metal targets with the Shotgun while inside the red box then move to the blue box to shoot blue targets within the blue box. Dump Shotgun into the drum with muzzle pointing downwards safety engaged. Then shoot the yellow targets with the Handgun from within the yellow box then proceed to the green box to shoot the green targets also with the Handgun while inside the green box.



Stage Number: 12 (Handgun/PRR/Shotgun)

Type: Intermediate

Scoring Method: Points Factor

Targets: 2 PSMOC Targets, 2 No-Shoots, 8 Metal Plates (Rotating Plate rack), 4 Clay Targets (for Shotgun)

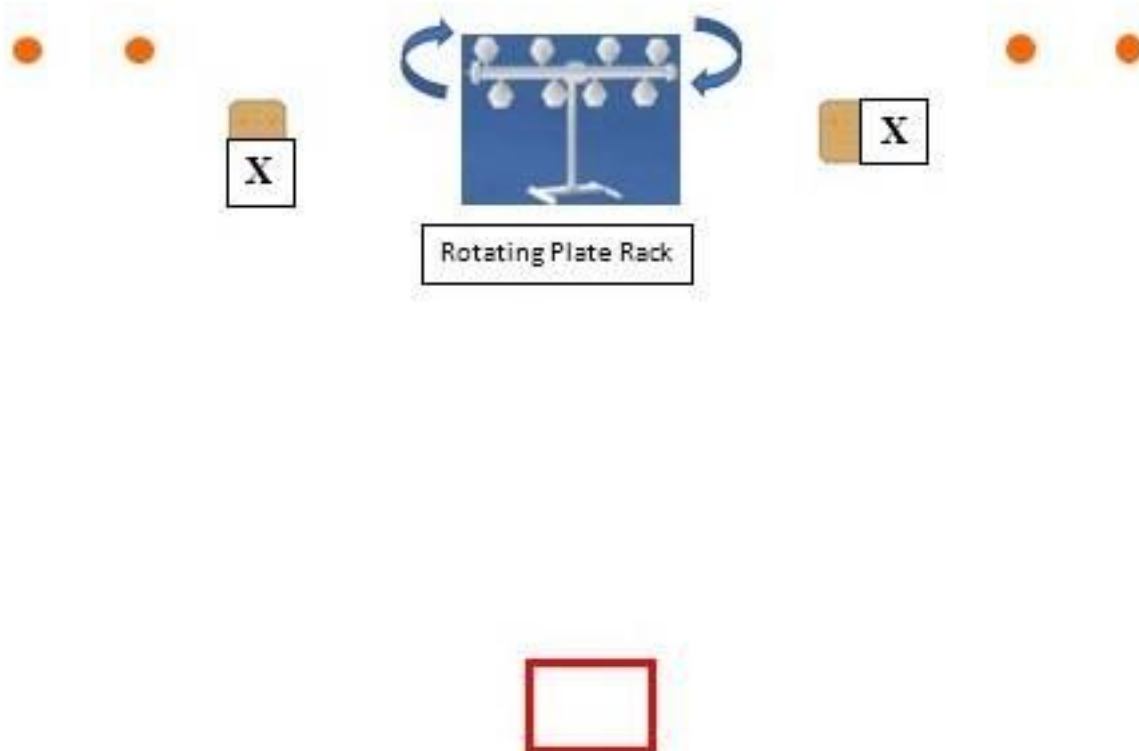
Minimum number of rounds: Handgun = 12 rds, Shotgun= 12 rds

Start position/Condition of Firearm Handgun Match: Standing inside the shooting area, hands hanging naturally at sides. Handgun holstered in Condition 3

Start position/Condition of Firearm PRR/Shotgun: Standing inside the shooting area, Low Ready in Condition 1

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot the targets within the shooting area.



Stage Number: 13 (Handgun/PRR/Shotgun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 8 PSMOC Targets, 4 Round Plates, 6 Small Falling Targets, 2 Clay Targets (for Shotgun)

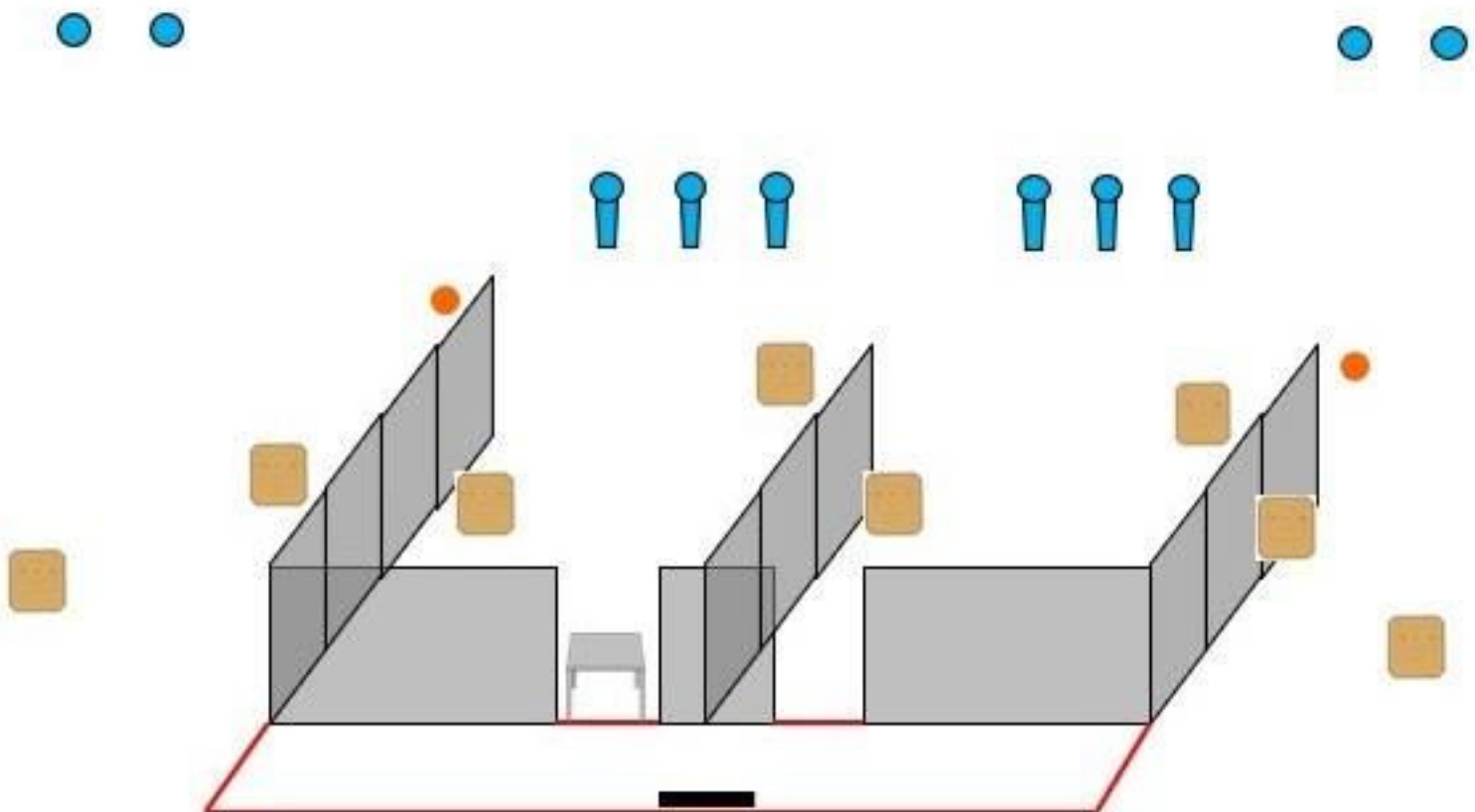
Minimum number of rounds: Handgun = 26rds Shotgun = 12 rounds

Start position/Condition of Firearm Handgun Match: Standing on mark. Handgun on top of table Condition 2

Start position/Condition of Firearm PRR/Shotgun: Standing on mark, PRR/Shotgun on top of table muzzle pointing downrange. Condition 2

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot the targets within the shooting area.



Stage Number: 16 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 0 PSNOC Targets, 7 Small Falling Targets, 8 Round Plates, 4 Clay Targets (for Shotgun & 2-Gun)

Minimum number of rounds: Handgun/PRR = 11 rds, Shotgun = 10 rds, 2-Gun Handgun = 22 rds, Shotgun = 14

Start position/Condition of Firearm Handgun Match: Standing on mark, hands keeping naturally at sides. Handgun holstered in Condition 1

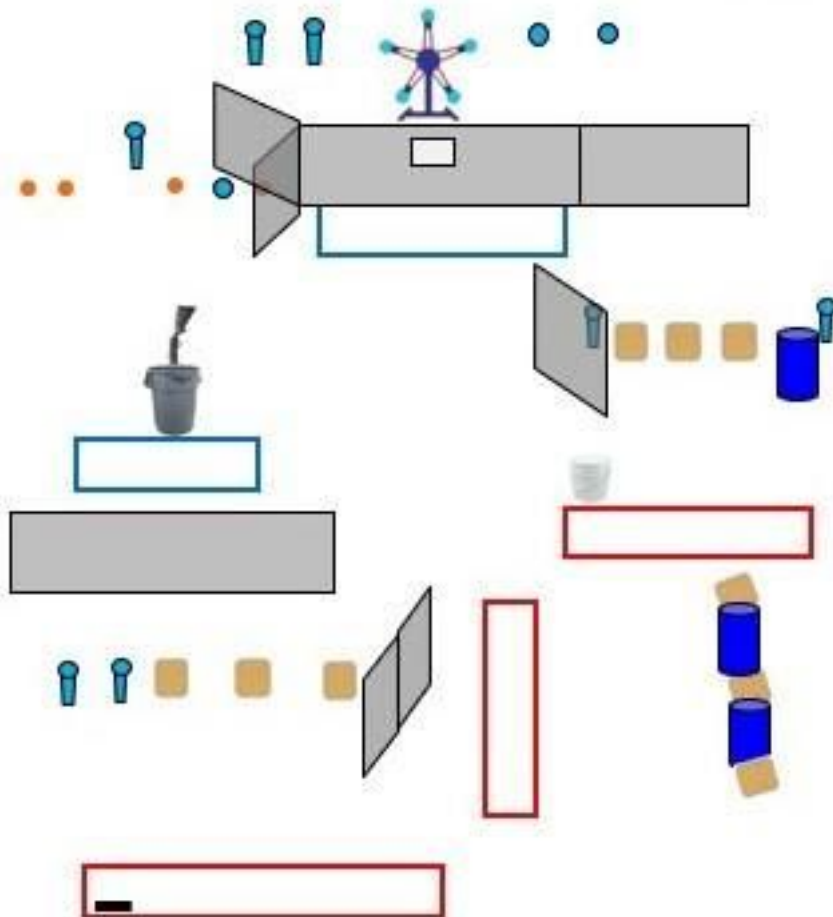
Start position/Condition of Firearm PRR/Shotgun: Standing on mark Low Ready in Condition 1

Start position/Condition of Firearm 2-Gun: Standing on mark hands hanging naturally. Handgun holstered in Condition 1. Shotgun inside the drum muzzle pointed downwards Condition 1

Time starts: Audible

Procedure Handgun/PRR/Shotgun Match: On audible signal, shoot the targets within the shooting areas.

Procedure 2-Gun: On audible signal, shoot handgun targets within the red shooting areas. Dump handgun into the bucket with muzzle pointing downwards safety engaged. Shoot shotgun targets within the blue shooting areas.



Stage Number: 15 (Handgun/PRR/Shotgun/2-Gun)

Type: Ultimate

Scoring Method: Points Factor

Targets: 11 PSMOC Targets, 1 No-Shoot, 4 Falling Targets, 4 Small Falling Targets, 4 Clay Targets (for shotgun & 2-Gun)

Minimum number of rounds: Handgun/PRR= 30 rds, Shotgun= 12 rds, 2-Gun Handgun= 22 rds Shotgun=12 rds

Start position/Condition of Firearm Handgun Match: Standing on mark, hands hanging naturally at sides, Handgun holstered in Condition 1

Start position/Condition of Firearm PRR/Shotgun: Standing on mark low Ready in Condition 2

Start position/Condition of Firearm 2-Gun: Standing on mark hands hanging naturally at sides, handgun holstered Condition 1. Shotgun in Condition 2 inside the drum with muzzle pointing downwards.

Time starts: Audible

Procedure Handgun/PRR Match: On audible signal, shoot targets while inside the shooting area

Procedure Shotgun Match: On audible signal, shoot all metal targets while inside the shooting area.

Procedure 2-Gun: On audible signal, shoot all PSMOC paper targets with the handgun then dump the handgun into the bucket with muzzle pointing downwards safety engaged. Retrieve the Shotgun then shoot all metal targets within the shooting area

