
GULF OF AMERICA TOURNAMENT
PCSL
ELEMENT
TRAINING COMPLEX
GOAT
2-GUN
HC
HUNTER
CONSTANTINE
2025

CHECK IN AND STAGE INSPECTIONS

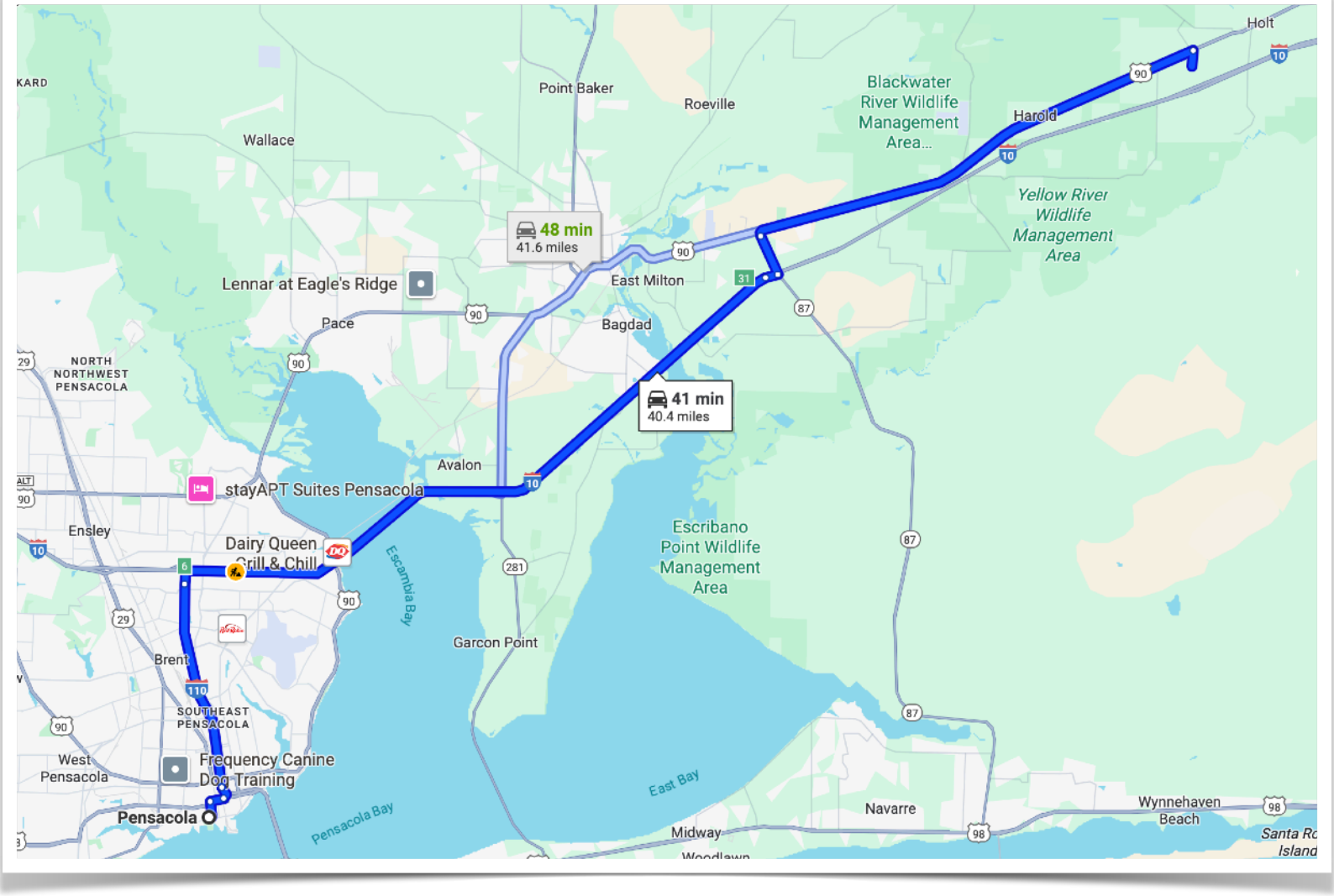


Upon entering Element Training Complex, competitors **do not** have to check in at the Pro-Shop / Front office unless they are interested in utilizing the facility separate from the GOAT PCSL 2-Gun Match.

Stages will be available for inspection beginning Thursday afternoon 1400-1700. Stages will also be available for inspection Fri-Sun from 0800-1700. No stage inspection is permitted while any squad is shooting the stage. Coordinate your walkthroughs on stages with empty timeslots (refer to the squad matrix).

Main Match Competitors may check-in with PCSL Staff in the "Cooper Shack". **Check-in is not required before you start shooting.** Match ammo shipped to the range, merch, and grand prize tickets will be distributed at check-in.

Check-in will be open 1100-1500 Friday-Sunday. Please stop by to get your items during your lunch break or your off-schedule.



Element Training Complex

4418 Cooper Ln
Holt, Florida
32564

850 537-4576
elementrange.com

NORTHWEST FLORIDA'S PREMIER TRAINING COMPLEX

Element Training Complex is Northwest Florida's premier public gun club, shooting range and training complex. Located near white sand beaches and the Blackwater River State Forest, our facilities can accommodate individuals and groups that range from the everyday shooter to military, law enforcement and government agencies.

OVERHEAD MAP





THANK YOU TO OUR SPONSORS



AMG LAB
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HC
HUNTER
CONSTANTINE

CHL TARGETS
.COM

GIBBZ ARMS
INNOVATION IN FIREARMS

DERYA

HOLOSUN

HOWITZER
PATRIOT MFG

SAVIOR
EQUIPMENT

SANFORD FLORIDA
DEVIANT WOLF
DRINK DEVIANT

DEAD EYE DESIGNS
DED
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JP
PERFORMANCE FIREARMS

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VORTEX

GRIZZLY EARS

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Ammunition

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SPARTAC MFG
North
We've Got Your Six

SCHEDULE

Location Matrix

Stage Name	Stage	Bay
TAKE COVER! It's raining in Florida	1	Conex + Mini Bay
Pyramid Scheme	2	2
Where's the stage at? All I see is a toaster	3	4
Can't outrun me, I'm in Hoochie Shorts	4	5
Don't fly off the handle	5	6
We're gonna need some ICE ICE BABY	6	7
He's as happy as a dead pig in the sunshine	7	8
Shoebody Bop	8	10
Function Fire/Zeroing		3, 9
Vendor Area		3

SQUAD MATRIX	Sunrise: 0625, Sunset: 1910							
EARLY MATCH (Friday)	**Stage 1**	**Stage 2**	**Stage 3**	**Stage 4**	**Stage 5**	**Stage 6**	**Stage 7**	**Stage 8**
720	ALL STAFF report to the range for mandatory meeting							
730-800	Staff Meeting			Non-staff shooters may walk stages				
800	1		2		3			
910		1		2		3		
1010			1		2		3	
1110				1		2		3
1210-1245	Lunch Break			Option to shoot through lunch if squads agree				
1245	3				1		2	
1345		3				1		2
1445	2		3				1	
1545		2		3				1
1645	Shooting concludes, STAFF mandatory debrief/prep for morning squads							

SCHEDULE

MAIN MATCH DAY 1 (Saturday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8
720	AM Squads Report to Stages							
730	11	12	13		101			
840		11	12	13		101		
940			11	12	13		101	
1040				11	12	13		101
1100-1140	Lunch Delivered to ROs							
1220	PM Squads Report to Stages							
1230	201	202	203	204	11	12	13	
1330		201	202	203	204	11	12	13
1430	13		201	202	203	204	11	12
1530	12	13		201	202	203	204	11
1630	Shooting Concludes							

MAIN MATCH DAY 2 (Sunday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8
720	AM Squads Report to Stages							
730	21	22	23		201	202	203	204
840	204	21	22	23		201	202	203
940	203	204	21	22	23		201	202
1040	202	203	204	21	22	23		201
1100-1140	Lunch Delivered to ROs							
1220	PM Squads Report to Stages							
1230	101				21	22	23	
1330		101				21	22	23
1430	23		101				21	22
1530	22	23		101				21
1630	Shooting Concludes							
1700	AWARDS BEGINS							

STAGE LIST & ROUND COUNT

Stage	Bay	Rifle	Pistol	Points	% Total
1. TAKE COVER!	Conex	12	20	160	8.8%
2. Pyramid Scheme	2	24	24	230	12.7%
3. Where's the stage at?	4	28	20	255	14.1%
4. Can't outrun me!	5	26	23	245	13.6%
5. Don't fly off the handle	6	24	23	235	13.0%
6. ICE ICE BABY	7	24	23	235	13.0%
7. Dead pig in sunshine	8	22	18	200	11.1%
8. Shoebody Bop	10	24	24	240	13.3%
TOTALS		**184**	**175**	**1800**	**100%**

Many stage briefs will require a "default" start position. This is to make the briefings more efficient without unnecessary repetitive information. Please review the following excerpt from the PCSL General Rulebook to understand the default start position definitions:

Competitor & Firearm Start Conditions	
7.3.2.	**The competitor always has the option to start with an unloaded firearm** by choice, even if the WSB specifies that the firearm starts loaded, unless this option is specifically disallowed by the WSB
7.3.3.	The **Default** Competitor & Firearm Start Conditions are:
7.3.3.1.	Firearm loaded, in a Safe Condition per 2.6 and,
7.3.3.2.	If the competitor starts with the handgun: handgun holstered, competitor's wrists below belt and strong hand wrist completely below backstrap of handgun
7.3.3.2.1.	Unless otherwise specified by the WSB, no part of the hands forward of the wrist may be in contact with the handgun prior to the start signal.
7.3.3.3.	If the competitor starts with a long gun: [Carbine/Shotgun] held with stock touching belt and muzzle pointed generally downrange.

[Click Here for the PCSL GENERAL RULEBOOK]

TAKE COVER! IT'S RAINING IN FLORIDA

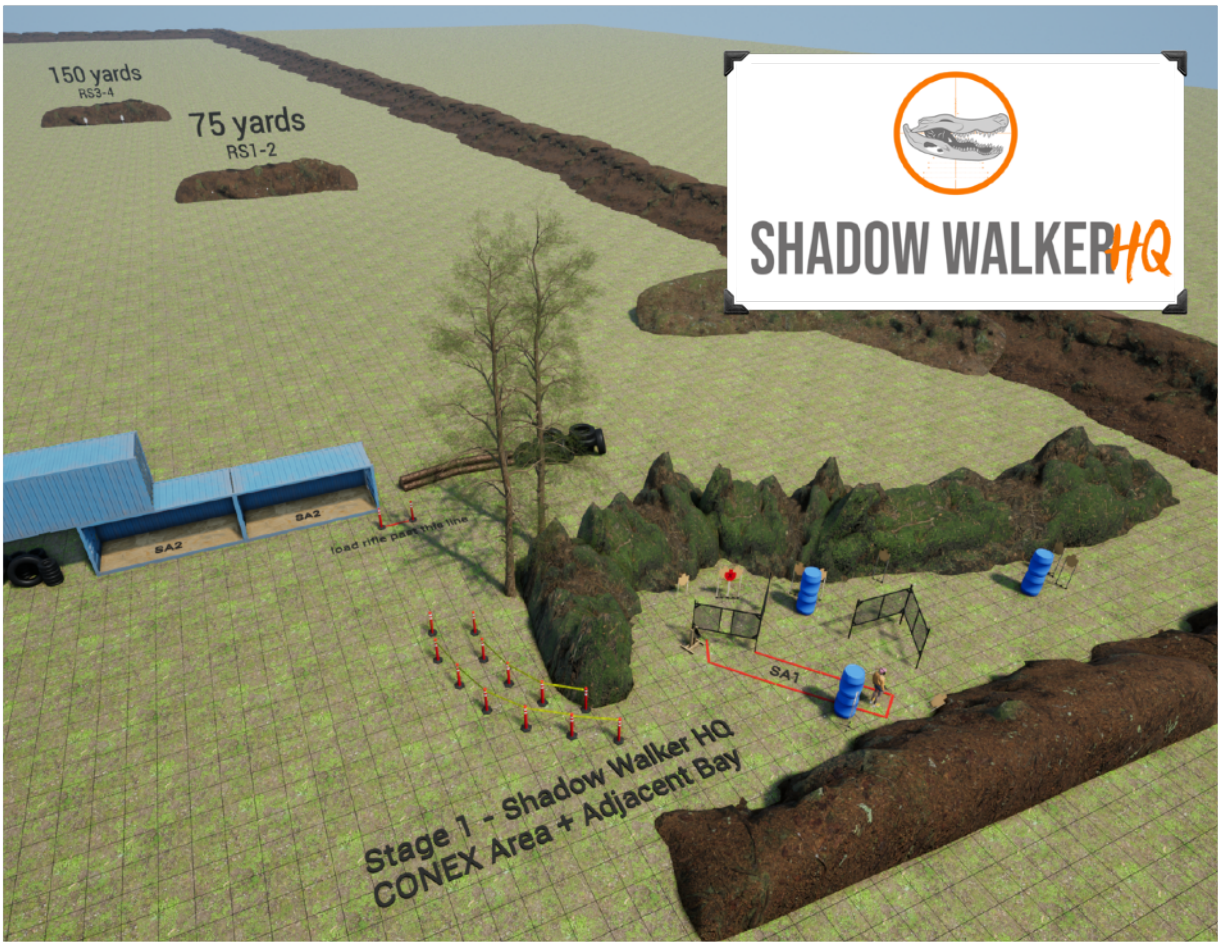
STAGE 1

MATCH POINTS AVAILABLE: 160

12

20

LOCATION: CONEX



	Carbine Targets	Handgun Targets
Target Count:	4 Static Steel	10 Practical

Start Conditions:	Starting Firearm: Handgun, Default
	Competitor Position: Standing in SA1
	Carbine: Unloaded and slung

Procedure:	Engage all handgun targets from SA1.
	Proceed to SA2 through the indicated path.
	The carbine may only be loaded once the “load line” is crossed.
	Engage the four rifle steel once each through the three indicated ports inside the CONEX (12 hits total).

Safety Note:	Once the “load line” is crossed, you may not return to SA1 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

STAGE SPONSOR:

SHADOW WALKER HQ

DESIGNED BY:

ASHLYN CHAMPAGNE
MAX LEOGRANDIS

PYRAMID SCHEME

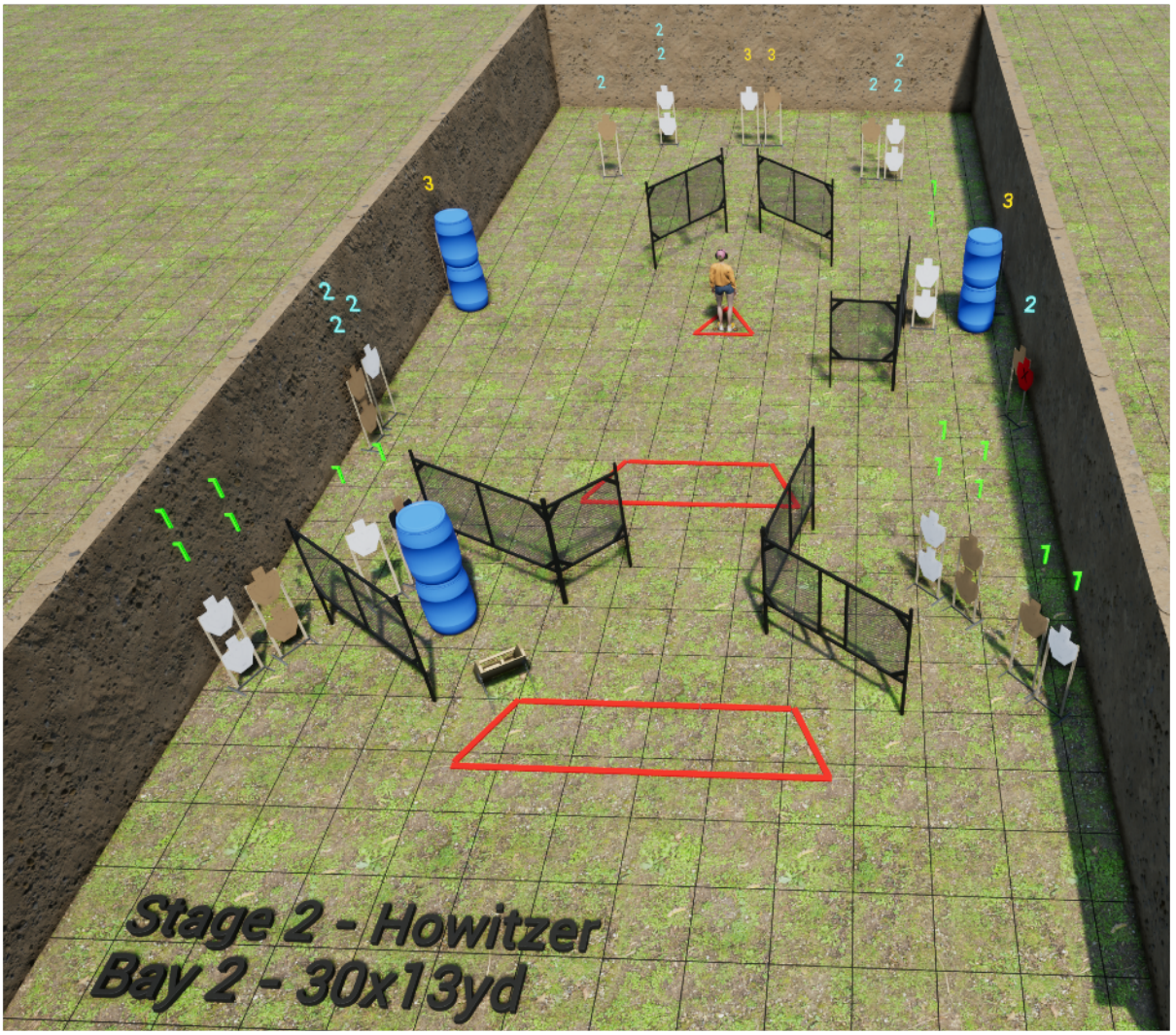
STAGE 2

MATCH POINTS AVAILABLE: 230

24

22

LOCATION: BAY 2



	Carbine Targets	Handgun Targets
Target Count:	15 Practical	13 Practical

Start Conditions:	Starting Firearm: Handgun, Default
	Competitor Position: Standing in downrange triangular shooting area.
	Carbine: Loaded, staged in dump box.

Procedure:	Engage all targets using any of the three shooting areas.
	Targets shall be scored BEST 1, BEST 2, OR BEST 3 hits each depending on their corresponding label (displayed clearly under each target).

STAGE SPONSOR:

HOWITZER

DESIGNED BY:

Max Leograndis

WHERE'S THE STAGE AT?

ALL I SEE IS A TOASTER

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GOAT 2-GUN

STAGE 3

MATCH POINTS AVAILABLE:
255

28
20

LOCATION:
BAY 4

STAGE SPONSOR:
DERYA

DESIGNED BY:
ASHLYN CHAMPAGNE
MAX LEOGRANDIS



	Carbine Targets	Handgun Targets
Target Count:	11 Practical, 3 Mini Practical	10 Practical

Start Conditions:	Starting Firearm: DERYA STAGE SHOTGUN, loaded with one round, safe condition, held in any way with muzzle pointed generally downrange.
	Competitor Position: Standing in uprange shooting box with no part of competitor's body touching the stomp pedal.
	Handgun: Loaded and holstered.
	Carbine: Loaded, staged in downrange dump box.

Procedure:	The stomp pedal activates both the aerial clay and the TargetsUSA Holy Monkey swinger.
	Engage the aerial clay (15 point bonus) with the Derya shotgun from the shooting box, then abandon the shotgun in the adjacent dump box.
	Using the battering ram, breach the door to proceed to the main shooting area. Failing to breach the door shall result in 3 procedurals.
	From the main shooting area, engage all remaining targets.

CAN'T OUTRUN ME! I'M IN HOOCHIE SHORTS

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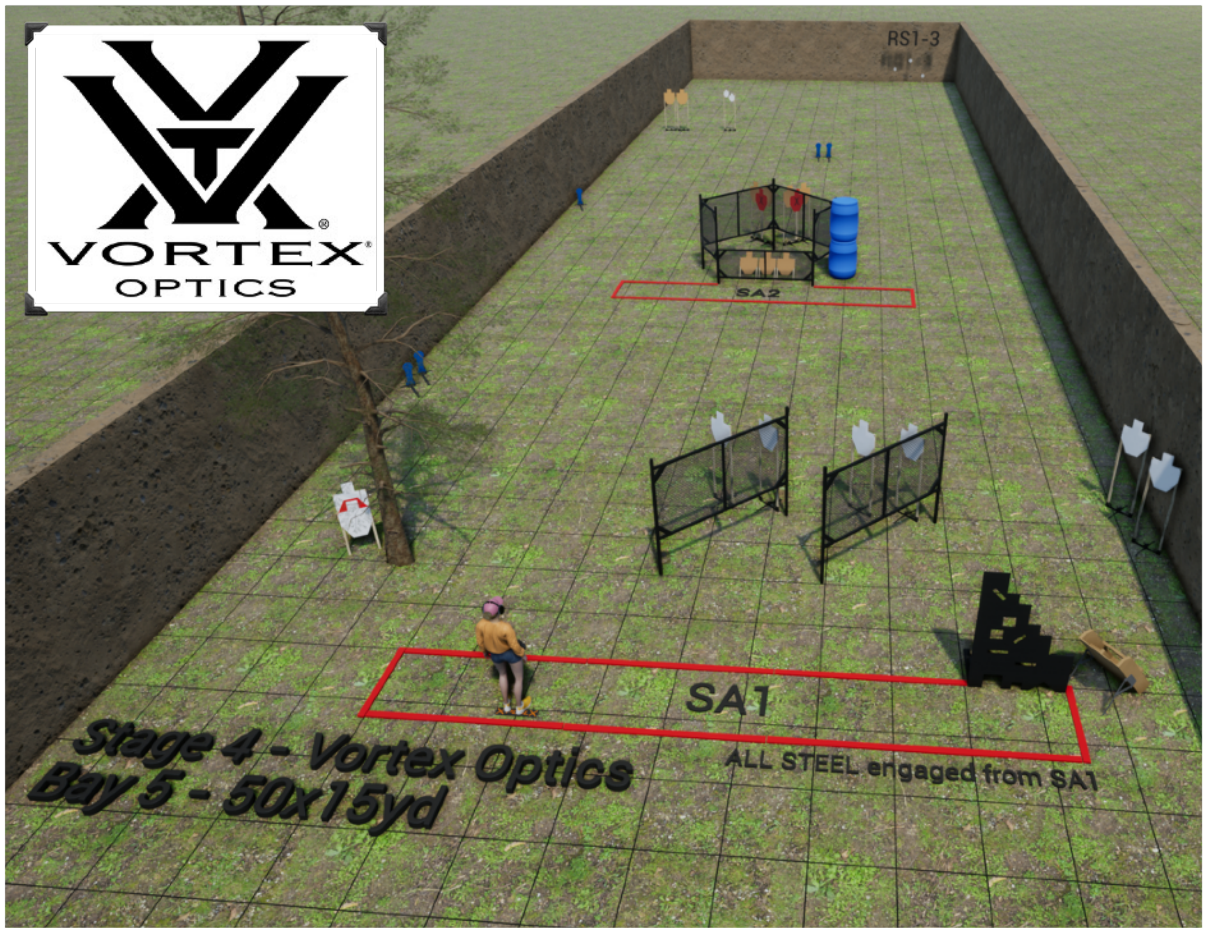
PCSL ELEMENT
GOAT 2-GUN

STAGE 4

MATCH POINTS AVAILABLE:
245

26
23

LOCATION:
BAY 5



	Carbine Targets	Handgun Targets
Target Count:	3 Static Steel, 8 Practical, 2 Mini Practical	5 Falling Steel, 9 Practical

Start Conditions:	Starting Firearm: Carbine, Default
	Competitor Position: Standing with both feet touching start bar.
	Handgun: Loaded and holstered.

Procedure:	Engage all carbine targets from SA1. The three carbine steel must be engaged once each from any two separate **ports** in the VTAC barricade (6 hits total).
	Engage all handgun steel from SA1 only.
	Engage all handgun paper from either shooting area.

Safety Note:	Once the competitor enters SA2, they may not return to SA1 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

STAGE SPONSOR:
VORTEX OPTICS

DESIGNED BY:
MAX LEOGRANDIS

DON'T FLY OFF THE HANDLE

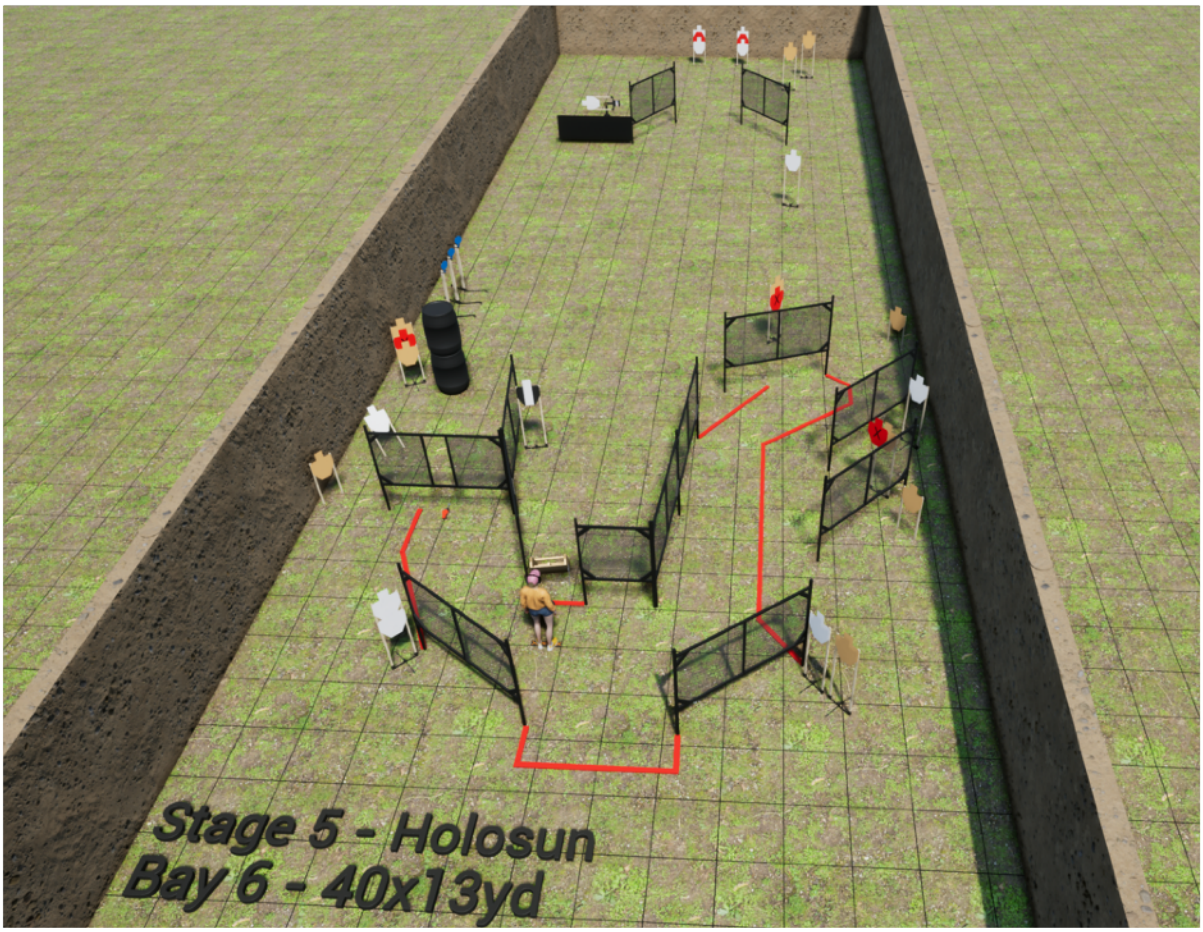
STAGE 5

MATCH POINTS AVAILABLE: 235

24

23

LOCATION: BAY 6



	Carbine Targets	Handgun Targets
Target Count:	12 Practical	3 Falling Steel, 10 Practical

Start Conditions:	Starting Firearm: Carbine, Default
	Competitor Position: Standing with both feet touching start bar.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets.
	Stomp pedal activates carbine swinger.

STAGE SPONSOR:

HOLOSUN

DESIGNED BY:

Ashlyn Champagne
Max Leograndis

WE'RE GONNA NEED SOME ICE ICE BABY

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PCSL ELEMENT
GOAT 2-GUN

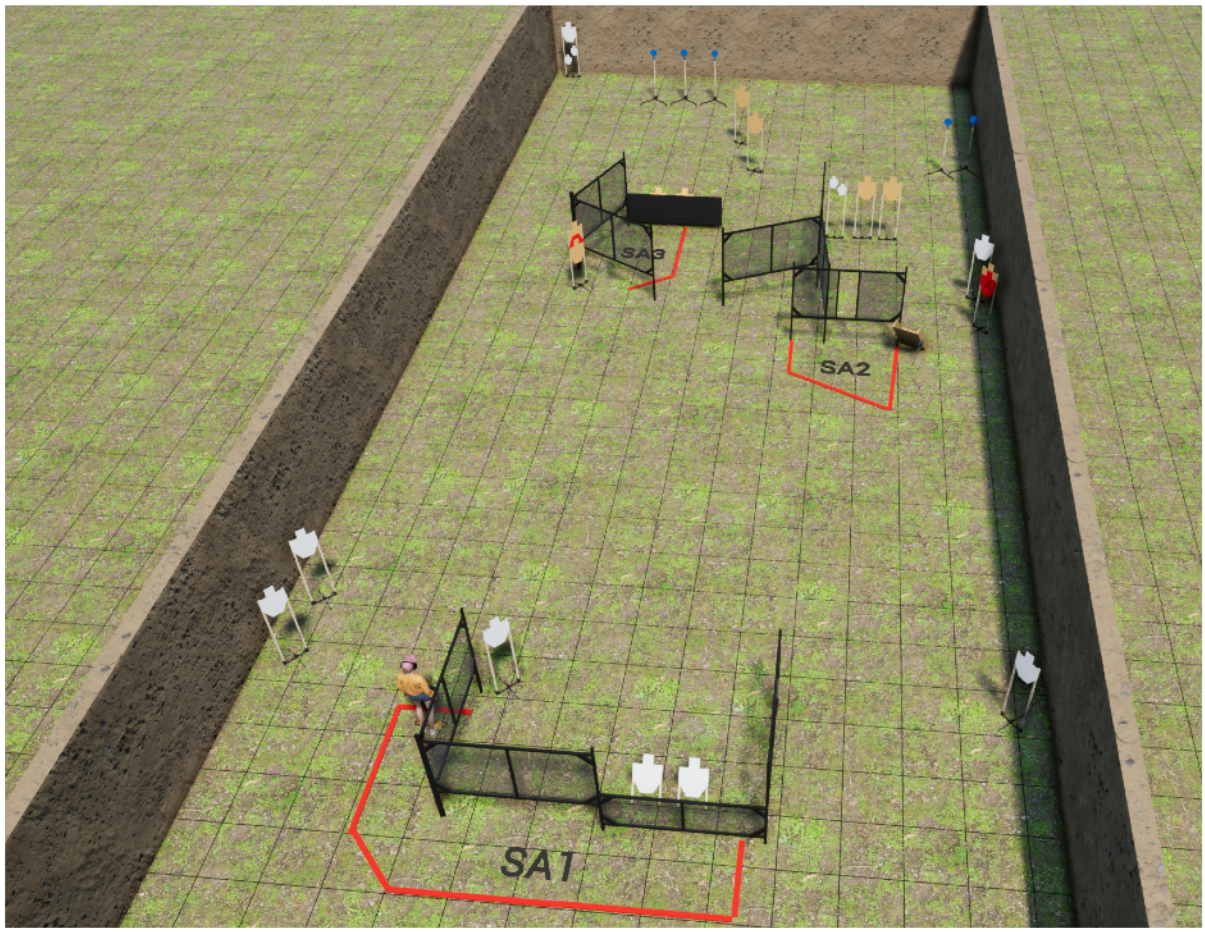
STAGE 6

MATCH POINTS AVAILABLE: 235

24

23

LOCATION: BAY 7



	Carbine Targets	Handgun Targets
Target Count:	8 Practical, 4 Mini Practical	5 Falling Steel, 9 Practical

Start Conditions:	Starting Firearm: Carbine, Default
	Competitor Position: Standing with both feet touching start bar.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets from any of the three shooting areas.

Safety Note:	Once the competitor enters SA2 or SA3, they may not return to SA1 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

STAGE SPONSOR:

GIBBZ ARMS

DESIGNED BY:

JASON WOOD
MAX LEOGRANDIS

GIBBZ ARMS
INNOVATION IN FIREARMS

HE'S AS HAPPY AS A DEAD PIG IN THE SUNSHINE

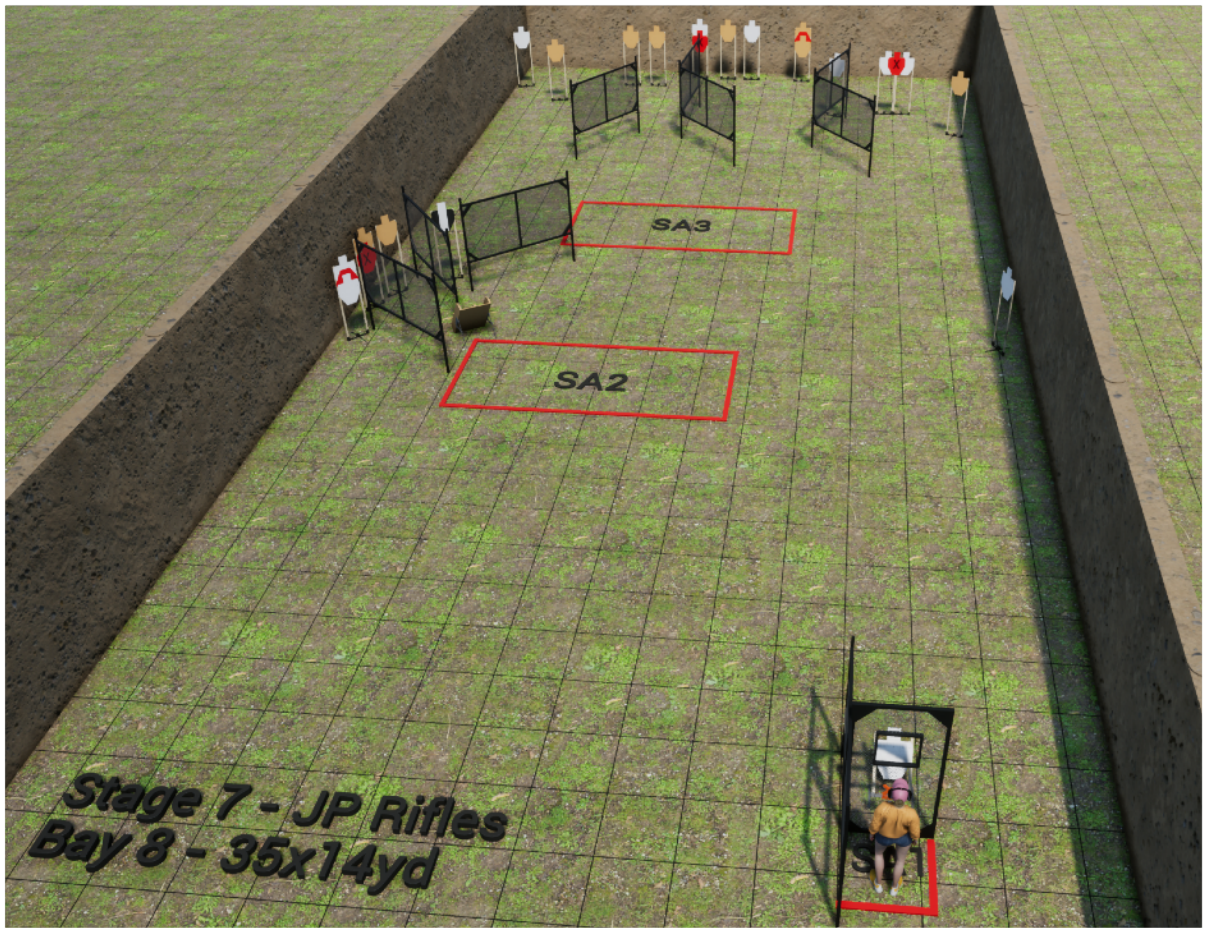
STAGE 7

MATCH POINTS AVAILABLE: 200

22

18

LOCATION: BAY 8



	Carbine Targets	Handgun Targets
Target Count:	11 Practical	9 Practical

Start Conditions:	Starting Firearm: Carbine, loaded, muzzle touching mark.
	Competitor Position: Standing in SA1.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets from any of the three shooting areas.

Safety Note:	Once the competitor enters SA2 or SA3, they may not return to SA1 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

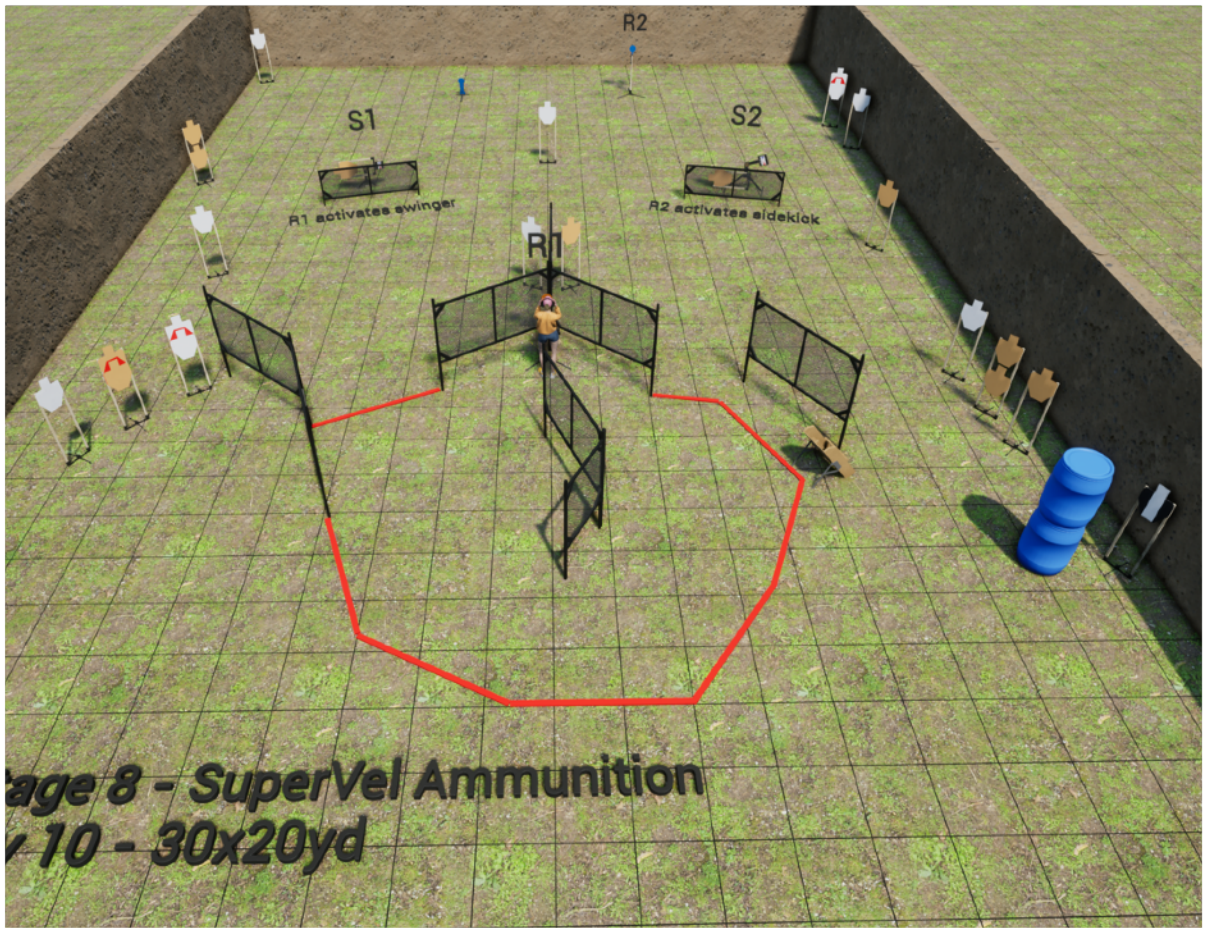
STAGE SPONSOR:

JP RIFLES

DESIGNED BY:

ASHLYN CHAMPAGNE
MAX LEOGRANDIS

SHOEBODY BOP



STAGE 8

MATCH POINTS AVAILABLE: 240

24

24

LOCATION: BAY 10

	Carbine Targets	Handgun Targets
Target Count:	12 Practical	2 Falling Steel, 11 Practical

Start Conditions:	Starting Firearm: Handgun, loaded and holstered.
	Competitor Position: Standing with both hands touching the stuffed goat mounted to R1.
	Carbine: Loaded, staged in dump box.

Procedure:	Engage all targets.
	Ripper R1 activates swinger S1, and **must** be activated by **headbutt only**.
	Ripper R2 activates sidekick swinger S2.

STAGE SPONSOR:

SUPERVEL

DESIGNED BY:

Ashlyn Champagne
Max Leograndis

SUPER VEL
MORE THAN AMMO



Original



Party Max

A letter from the match director:

"20"

— Max Leograndis

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