PCSL2025

2-GUN NATIONALS

VORTEX®









Presented by: SUPER VEL


VORTEX®

CHECK IN AND STAGE INSPECTION

CHECKING IN

Main match competitors must check in with PCSL staff in the Berry's Pavilion. PCSL check in will be open at 1200 on Thursday and close at 1700. AM shooters may also check in after shooting their morning block on Friday, and PM shooters may check in beginning at 0730 on Friday.

PCSL MEMBER NUMBER

A valid PCSL Member number MUST BE PROVIDED AT CHECK-IN. Register for a FREE PCSL membership at: competitor.pcsleague.com

You must do this before you'll receive your match swag and grand prize raffle tickets!

This year's nationals will be used as a major data input when we kick off our PCR Classification system shortly. A member number allows us to use your performance in the classification system.

MATCH AMMO

If match ammo was purchased or shipped, it will be available for pickup.

STAGES

will be available for inspection daylight hours starting Wednesday morning Dec 4th through the event close. No stage inspection is permitted while staff and early match squads are shooting the stage.





SOUTHERN UTAH PRACTICAL SHOOTING RANGE

UPON ENTERING THE MAIN RANGE ALL INDIVIDUALS MUST CHECK IN WITH THE SUPS STAFF AT BERRYS PAVILION

WWW.SUPSRANGE.COM

1134 S Shooting Sports Park Road Hurricane, Utah 84737



NO SHOOT STICKERS if for any reason you do not want our media team to capture any photographs or video of Yourself, place a Don't Shoot Me sticker somewhere on your back so our media team is aware of your preference.








SUPER VEL

THANK YOU TO OUR SPONSORS

PCSL NATIONALS 2025











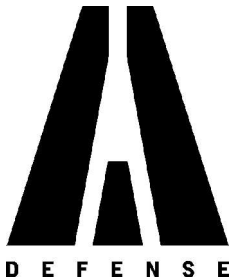







SUPER VEL













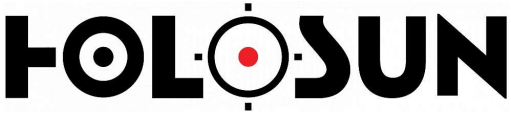







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SQUAD MATRIX - EARLY MATCH

PCSL NATIONALS 2025

EARLY MATCH DAY 1 (Wednesday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0800	All STAFF report to Berry's Pavillion for mandatory morning meeting, non-staff early match shooters may show up directly on their stages at 0830													
0830	Staff move to stages, early match shooters report to stages													
0845	1		2		3		4		5		6		7	
1000		1		2		3		4		5		6		7
1100	7		1		2		3		4		5		6	
1200		7		1		2		3		4		5		6
1230-1300	Lunch delivered to STAFF during stage													
1345	6		7		1		2		3		4		5	
1445		6		7		1		2		3		4		5
1545	5		6		7		1		2		3		4	
1645	Shooting Concludes													

EARLY MATCH DAY 2 (Thursday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0750	All squads report to stages													
0800		5		6		7		1		2		3		4
0900	4		5		6		7		1		2		3	
1000		4		5		6		7		1		2		3
1100	3		4		5		6		7		1		2	
1200		3		4		5		6		7		1		2
1230-1300	Lunch delivered to STAFF during stage													
1345	2		3		4		5		6		7		1	
1445		2		3		4		5		6		7		1
1545	Shooting Concludes													

SQUAD MATRIX - MAIN MATCH

PCSL NATIONALS 2025

SQUAD MATRIX Sunrise: 0730, Sunset 1715

MAIN MATCH DAY 1 (Friday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0740	AM Squads @ Stages													
0750	101	102	103	104	105	106	107	108	109	110	111	112	113	114
0840	114	101	102	103	104	105	106	107	108	109	110	111	112	113
0930	113	114	101	102	103	104	105	106	107	108	109	110	111	112
1020	112	113	114	101	102	103	104	105	106	107	108	109	110	111
1110	111	112	113	114	101	102	103	104	105	106	107	108	109	110
1130-1200	Lunch Delivered to ROs													
1220	PM Squads @ Stages													
1230	201	202	203	204	205	206	207	208	209	210	211	212	213	214
1320	214	201	202	203	204	205	206	207	208	209	210	211	212	213
1410	213	214	201	202	203	204	205	206	207	208	209	210	211	212
1500	212	213	214	201	202	203	204	205	206	207	208	209	210	211
1550	211	212	213	214	201	202	203	204	205	206	207	208	209	210
1640	Shooting Concludes													

MAIN MATCH DAY 2 (Saturday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0740	AM Squads @ Stages													
0750	210	211	212	213	214	201	202	203	204	205	206	207	208	209
0840	209	210	211	212	213	214	201	202	203	204	205	206	207	208
0930	208	209	210	211	212	213	214	201	202	203	204	205	206	207
1020	207	208	209	210	211	212	213	214	201	202	203	204	205	206
1110	206	207	208	209	210	211	212	213	214	201	202	203	204	205
1130-1200	Lunch Delivered to ROs													
1220	PM Squads @ Stages													
1230	110	111	112	113	114	101	102	103	104	105	106	107	108	109
1320	109	110	111	112	113	114	101	102	103	104	105	106	107	108
1410	108	109	110	111	112	113	114	101	102	103	104	105	106	107
1500	107	108	109	110	111	112	113	114	101	102	103	104	105	106
1550	106	107	108	109	110	111	112	113	114	101	102	103	104	105
1640	Shooting Concludes													

SQUAD MATRIX - MAIN MATCH

PCSL NATIONALS 2025

MAIN MATCH DAY 3 (Sunday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0740	AM Squads @ Stages													
0750	105	106	107	108	109	110	111	112	113	114	101	102	103	104
0840	104	105	106	107	108	109	110	111	112	113	114	101	102	103
0930	103	104	105	106	107	108	109	110	111	112	113	114	101	102
1020	102	103	104	105	106	107	108	109	110	111	112	113	114	101
1040-1110	Lunch Delivered to ROs													
1130	PM Squads @ Stages													
1140	205	206	207	208	209	210	211	212	213	214	201	202	203	204
1230	204	205	206	207	208	209	210	211	212	213	214	201	202	203
1320	203	204	205	206	207	208	209	210	211	212	213	214	201	202
1410	202	203	204	205	206	207	208	209	210	211	212	213	214	201
1500	Shooting Concludes Arbitration Begins													
1530	AWARDS BEGINS													



2025 PCSL NATIONALS SPONSORS

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HALEY
STRATEGIC

STAGE LIST, LOCATION & ROUND COUNT

PCSL NATIONALS 2025

STAGE	BAY	CARBINE	HANDGUN	POINTS	% TOTAL
01. PAPER STRAW	H2	15	16	155	5.68%
02. FOB: PALLET	H1	26	23	245	8.99%
03. Banana Phone	B3	22	20	210	7.71%
04. No, This is Patrick!	B2	18	18	180	6.61%
05. Same Same, But Different	B1	26	20	230	8.44%
06. BBBEEELLLTTT	G4	22	28	250	9.17%
07. SIX6 SEVEN7	G2-G3	33	16	250	9.17%
08. 90220	E2	26	22	240	8.81%
09. T.B.A.P.S.	E3	0	35	175	6.42%
10. 90210	E4	22	30	260	9.54%
11. Under The Bridge	D5	26	0	130	4.77%
12. Ungahbungah	D4	23	23	230	8.44%
13. He Protec, He Attac	D3	17	17	170	6.24%
SHOOT-OFF	F1	6	7		
	TOTALS	**282**	**275**	**2725**	



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.

PCSL

PCSL GENERAL RULE BOOK

WWW.PCSLEAGUE.US

PCSL NATIONALS 2025

STAGE 01

BAY H2

06

08

01

:15

:16

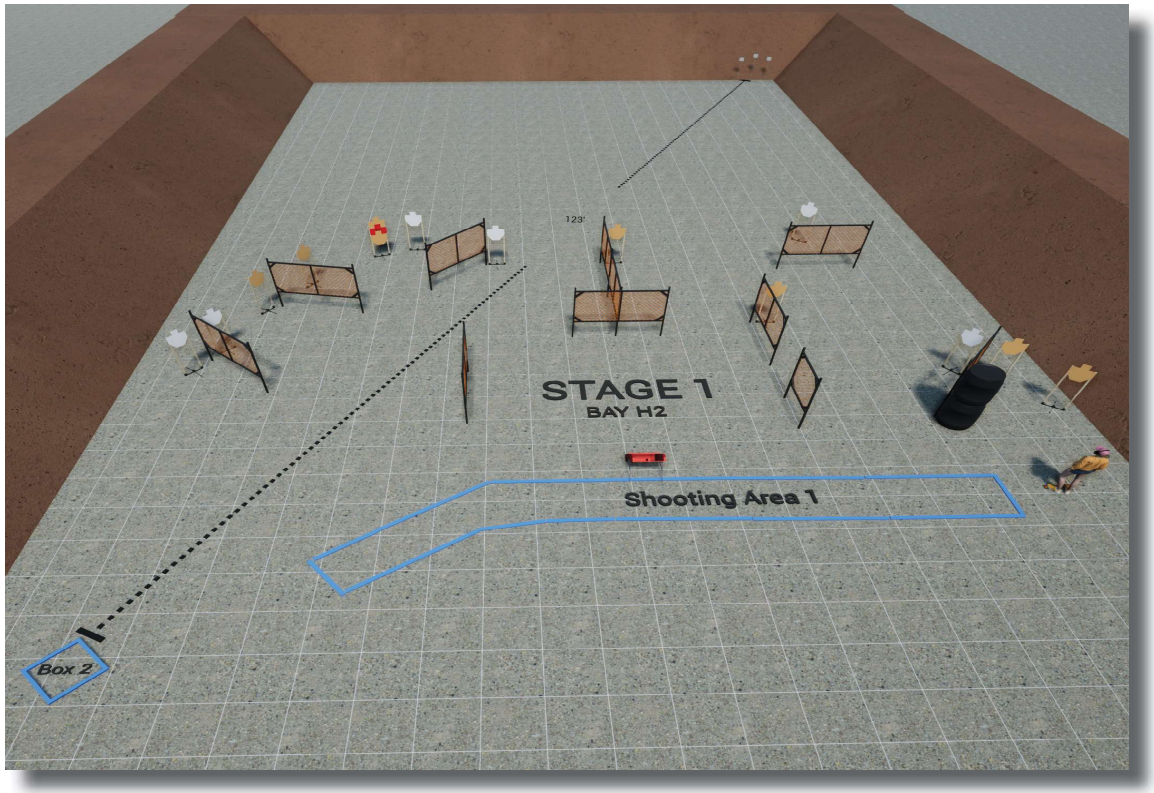
MATCH POINTS
155

PAR TIME
120

STAGE SPONSOR
JP ENTERPRISES

DESIGNED BY
MAX LEOGRANDIS

PAPER STRAW



Carbine Targets

15 Rounds | 6 Practical Paper, 3 Static Steel

Handgun Targets

16 Rounds | 8 Practical Paper

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Loaded, staged in dump box.
Handgun: Unloaded and holstered.

PROCEDURE

Engage all paper targets from Shooting Area 1 only.
Engage static rifle steel from Box 2 only.





PCSL NATIONALS 2025

STAGE 02

BAY H1

13

11

01

:26

:23

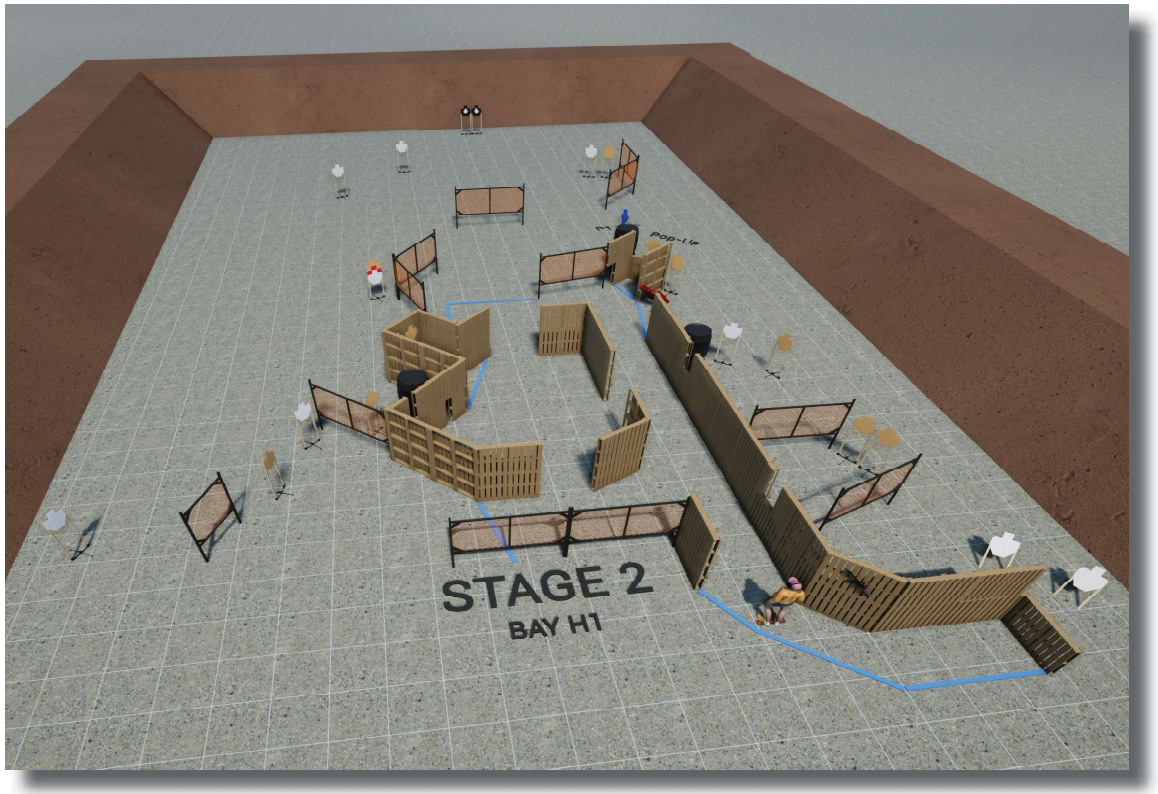
MATCH POINTS
245

PAR TIME
120

STAGE SPONSOR
[REDACTED]

DESIGNED BY
PCSL TEAM

FOB: PALLET



Carbine Targets

26 Rounds | 11 Practical Paper, 2 Mini Practical Paper

Handgun Targets

23 Rounds | 11 Practical Paper, 1 Falling Steel

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Unloaded, staged on wall hooks with muzzle downrange
Handgun: Loaded and holstered.

PROCEDURE: *Engage all targets from Shooting Area.*

ACTIVATED TARGET

Popper P1 activates pistol pop-up target.

ADDITIONAL RESTRICTIONS

Pallets are solid barriers.
No-shoot pillow is DECORATIVE ONLY

DEFENSE

PCSL NATIONALS 2025

STAGE 03

BAY B3

11

09

01

:22

:20

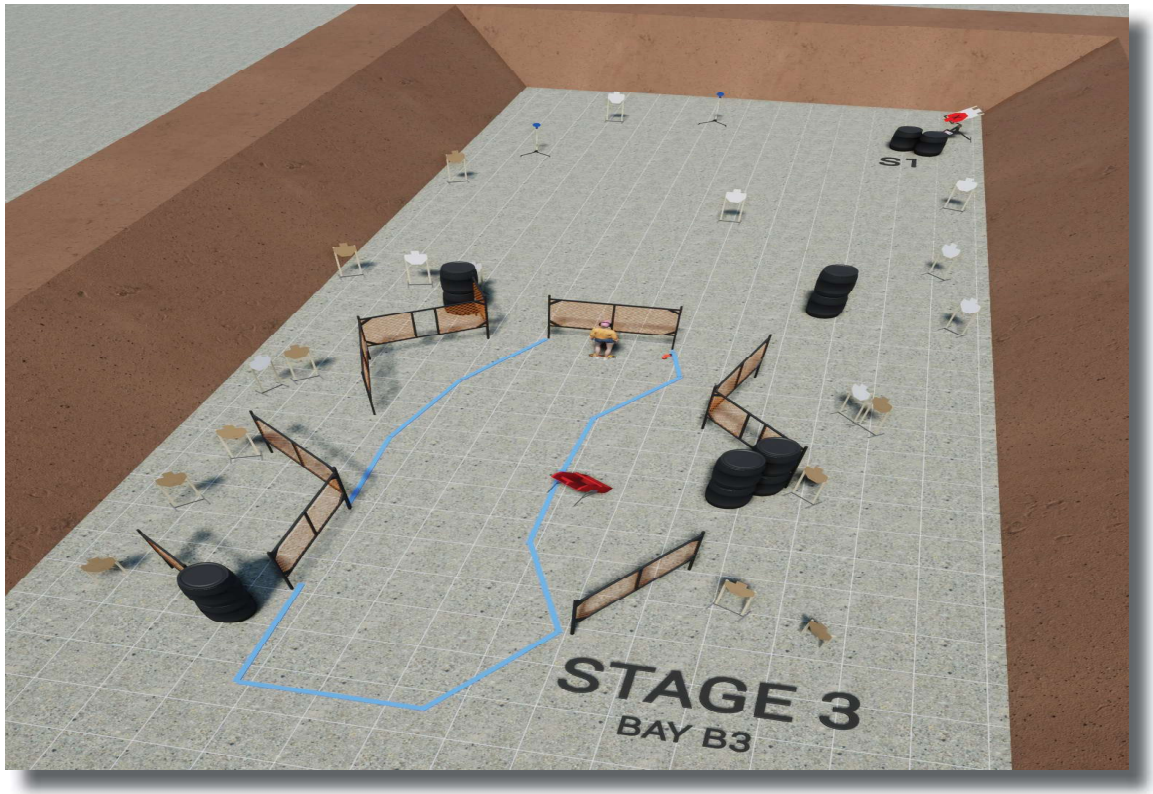
MATCH POINTS
210

PAR TIME
120

STAGE SPONSOR
BIG FOOT BRASS &
OUTDOOR DYNAMICS

DESIGNED BY
TIM DUNDERI

BANANA PHONE



Carbine Targets

22 Rounds | 11 Practical Paper

Handgun Targets

20 Rounds | 09 Practical Paper, 2 Rhino Falling Steel

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Default
Handgun: Loaded and holstered.

PROCEDURE

Engage all targets from shooting area.

ACTIVATED TARGET

Stomp pedal activates sidekick rifle swinger S1

Outdoor DYNAMICS

BIGFOOT BRASS

PCSL NATIONALS 2025

STAGE 04

BAY B2

09

08

04

:18

:18

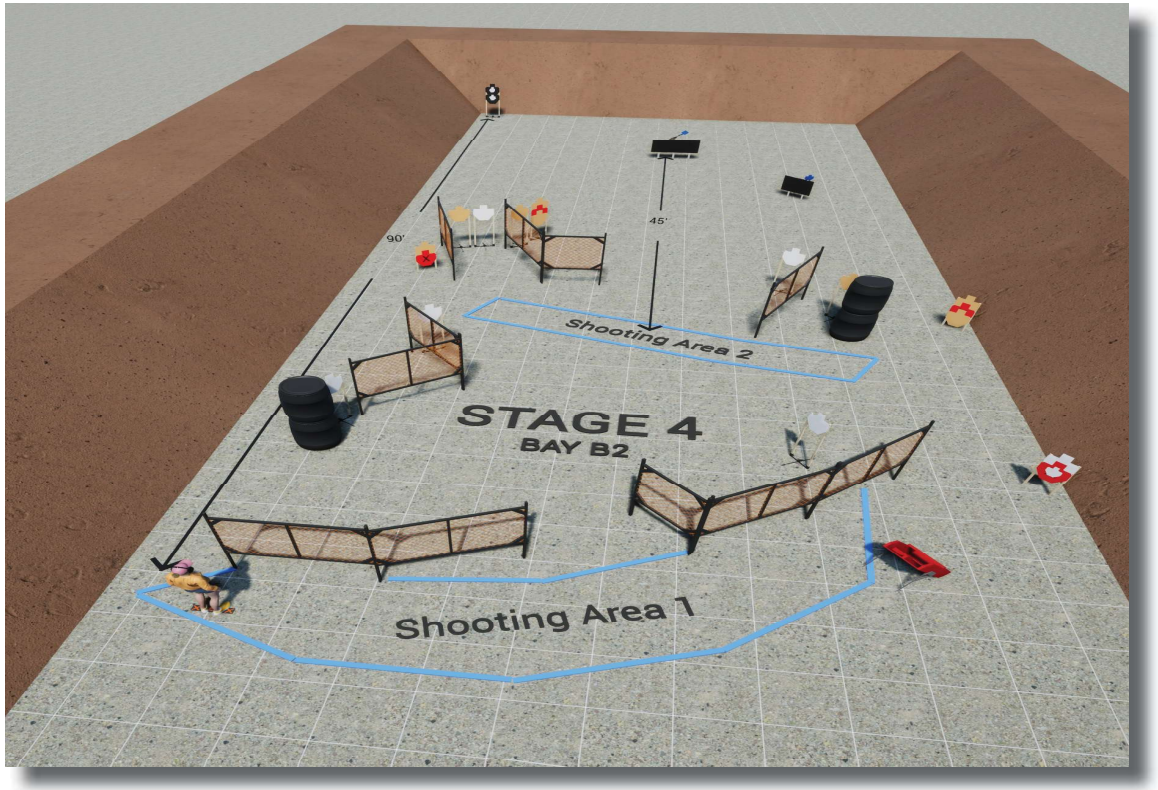
MATCH POINTS
180

PAR TIME
120

STAGE SPONSOR
SNAKESTAFF SYSTEMS

DESIGNED BY
MAX LEOGRANDIS

NO, THIS IS PATRICK!



Carbine Targets

18 Rounds | 6 Practical Paper, 3 Mini Practical Paper

Handgun Targets

18 Rounds | 8 Practical Paper, 1 Popper, 1 Rhino Swinging Steel

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Default
Handgun: Loaded and holstered.

PROCEDURE

Engage all Carbine targets from Shooting Area 1
Engage all Handgun targets from Shooting Area 2

ACTIVATED TARGET

Popper activates Swinging Plate S1



ADDITIONAL RESTRICTIONS

Once a shot is fired from SA2, competitor may not return to SA1 for any reason. Attempting to do so shall result in a verbal remind qer first, then a Stage DQ if ignored.

PCSL NATIONALS 2025

STAGE 05

BAY B1

13

09

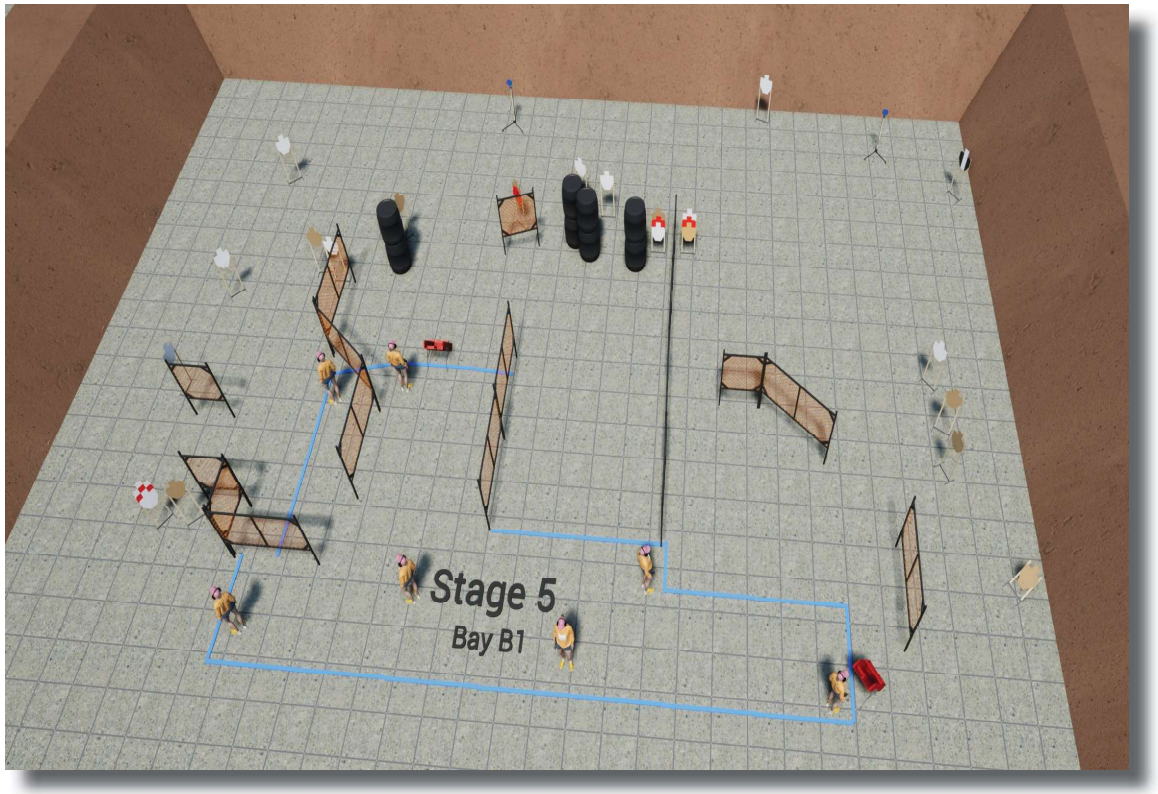
04

:26

:20

MATCH POINTS
230
PAR TIME
120
STAGE SPONSOR
SMOKE COMPOSITES
DESIGNED BY
TIM DUNDERI

SAME SAME, BUT DIFFRENT



Carbine Targets

26 Rounds | 13 Practical Paper

Handgun Targets

20 Rounds | 09 Practical Paper, 2 Rhino Steel

START POSITION

Competitor: Standing anywhere in the shooting area. Competitor's choice of starting firearm.
Carbine: Default, or loaded and staged in either dump box.
Handgun: Default, or loaded and holstered.

PROCEDURE

Engage all targets from within the shooting area.

Smoke COMPOSITES

PCSL NATIONALS 2025

STAGE 06

BAY G4

11

00

03

:22

:28

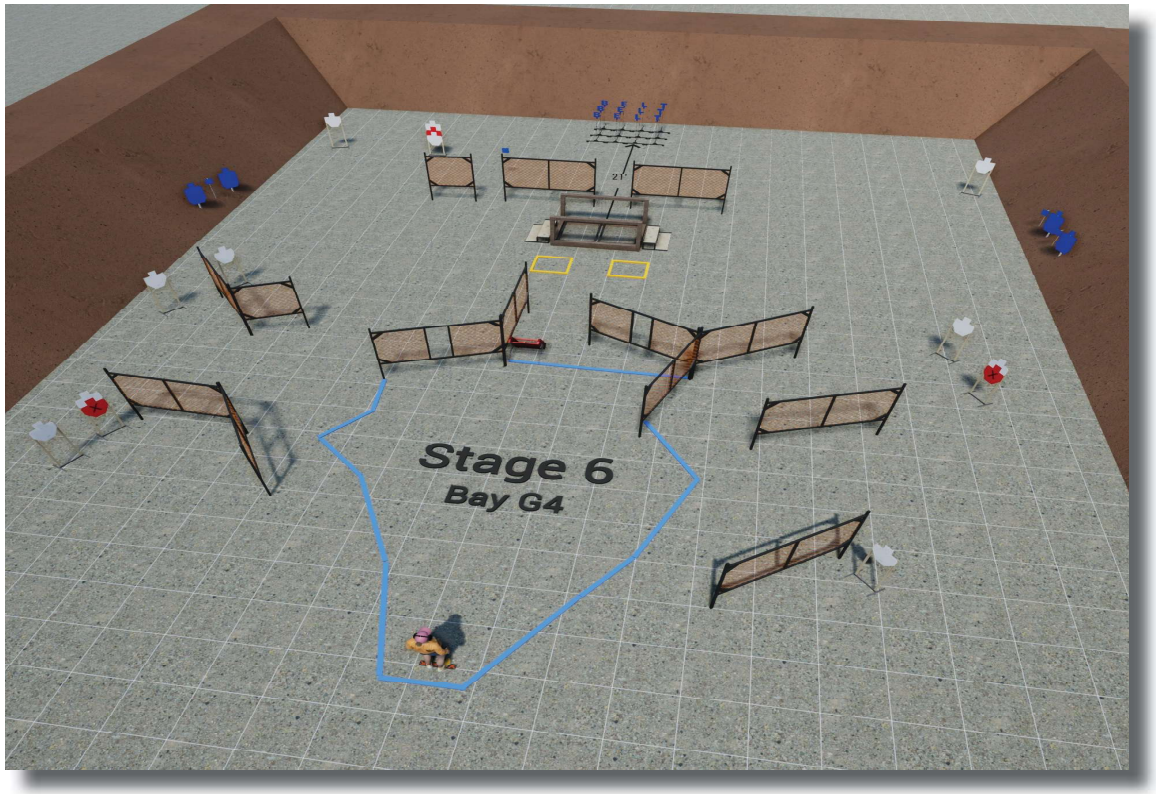
MATCH POINTS
250

PAR TIME
120

STAGE SPONSOR
HUNTER CONSTANTINE

DESIGNED BY
MAX LEOGRANDIS

BBBEEELLLTTT



Carbine Targets

22 Rounds | 11 Practical Paper

Handgun Targets

28 Rounds | 8 static steel (two hits each), 12 BELT falling steel.

START POSITION

Competitor: Standing with both feet touching start stick.
Carbine: Default
Handgun: Loaded and Holstered

PROCEDURE

Engage all carbine targets and static pistol steel from within the main shooting area only. Static handgun steel requires TWO HITS EACH. Engage the BELT falling steel from the wobbly platform only.

~Continued



PCSL NATIONALS 2025

STAGE 06

BAY G4

11

00

03

:22

:28

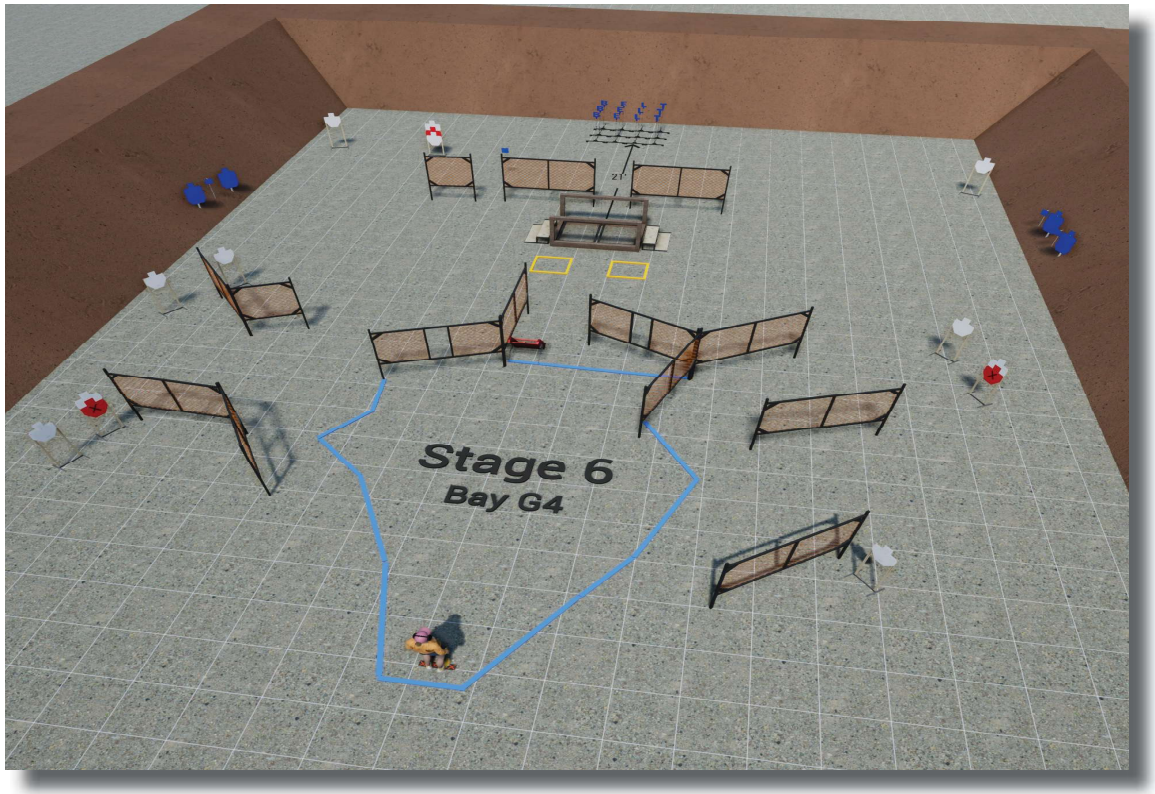
MATCH POINTS
250

PAR TIME
120

STAGE SPONSOR
HUNTER CONSTANTINE

DESIGNED BY
MAX LEOGRANDIS

BBBEEELLLTTT - STAGE BRIEF CONTINUED



Additional Restriction

Once a shot is fired from the wobbly platform, competitor 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.

Alternate Engagement Option

Any competitor who is not comfortable navigating the wobbly platform may instead use the area behind the platform between the fault lines to engage the BELT falling steel. Doing so will result in six (6) procedurals earned.



PCSL NATIONALS 2025

STAGE 07

BAY G2-G3

17

03

04

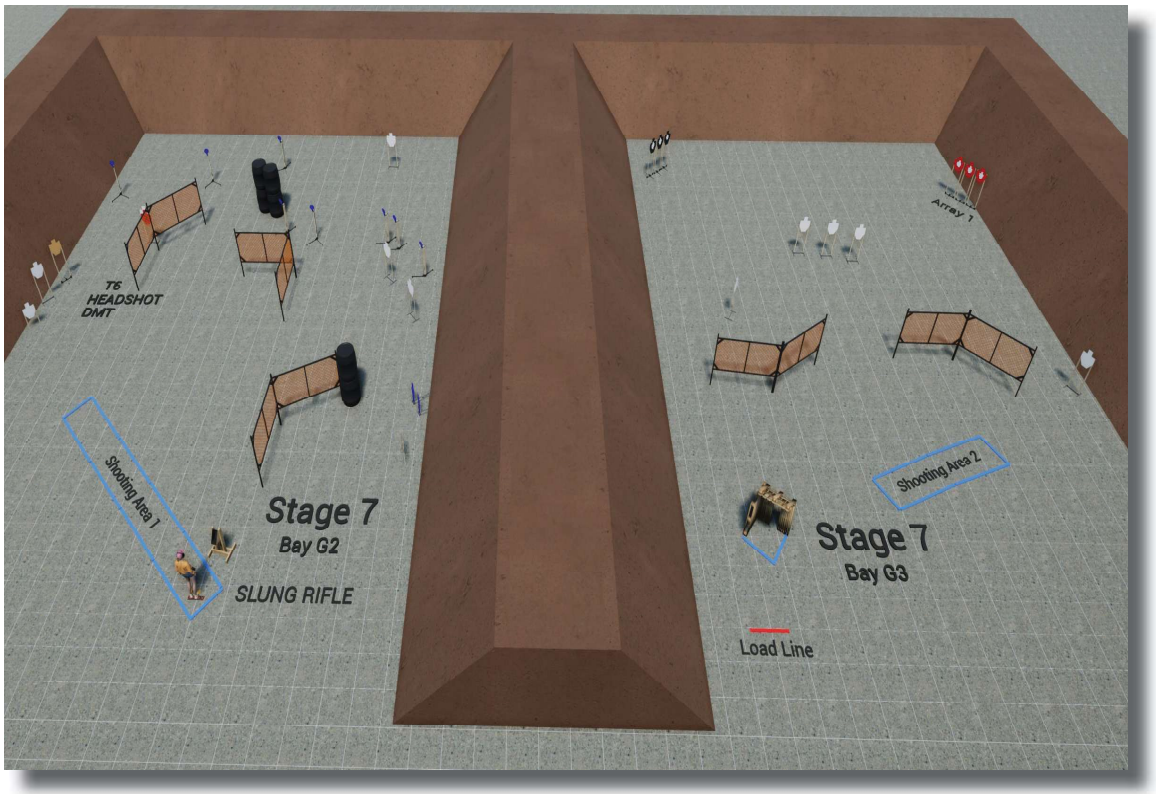
:33

:16

MATCH POINTS
250
PAR TIME
120
STAGE SPONSOR
HALEY STRATEGIC
& UNRIVALED

DESIGNED BY
MAX LEOGRANDIS

SIX6 SEVEN7



Carbine Targets

33 Rounds | 11 Practical paper, 6 Mini Practical paper

Handgun Targets

16 Rounds | 3 Practical paper, 8 Rhino falling steel, 2 poppers

START POSITION

Competitor: Standing with both feet touching start bar.
Carbine: Sling attached. Loaded, safety on, shouldered with muzzle aimed at cone.
Handgun: Loaded and Holstered

~CONTINUED

HALEY STRATEGIC

UNRIVALED

PCSL NATIONALS 2025

STAGE 07

BAY G2-G3

11

03

04

:33

:16

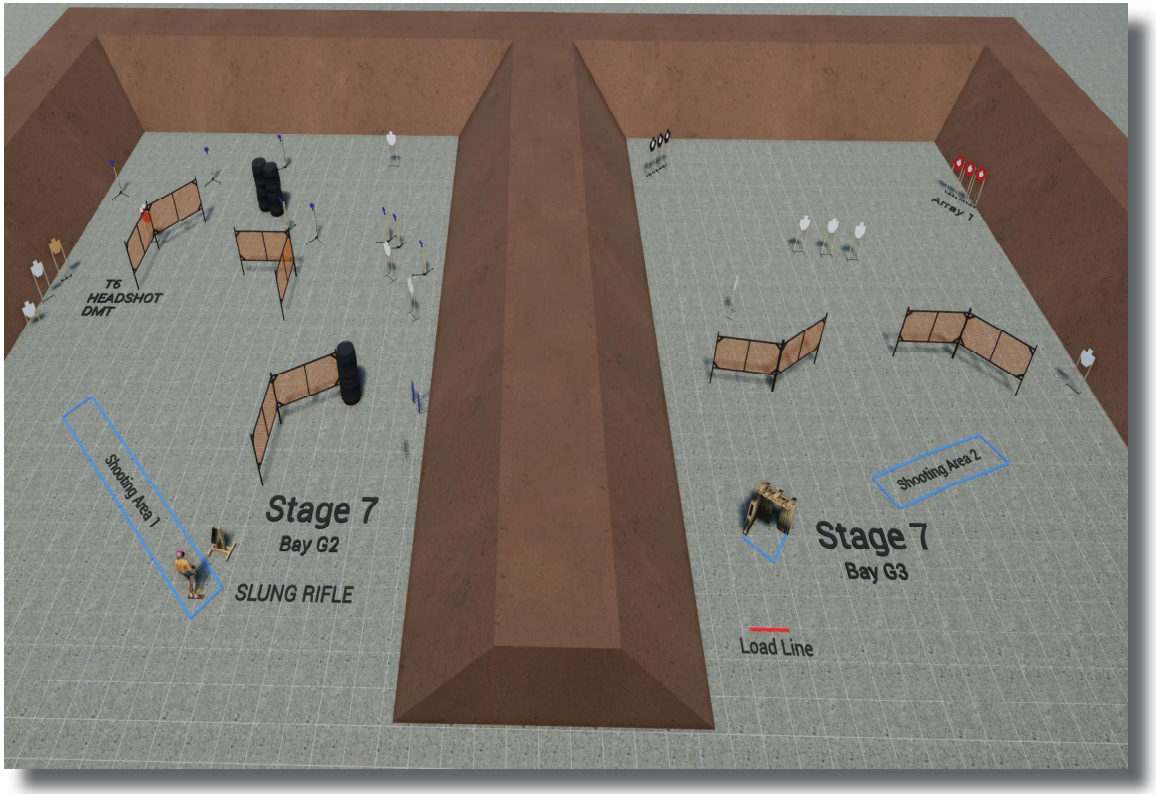
MATCH POINTS
250

PAR TIME
120

STAGE SPONSOR
HALEY STRATEGIC
& UNRIVALED

DESIGNED BY
MAX LEOGRANDIS

SIX6 SEVEN7 - STAGE BRIEF CONTINUED



PROCEDURE

Engage all carbine targets on Bay G2 from within the Shooting Area 1. Carbine paper T6 is a DMT Practical paper target (scored normally). After engaging the DMT, sling carbine and engage all handgun targets from Shooting Area 1. Competitor MUST abandon handgun in handgun dump box before proceding to Bay G3.

Once past the "Load Line" on bay G3, competitor may load the carbine. Engage Array 1 from the pallet port only. Engage the remaining carbine targets from Shooting Area 2.

ADDITIONAL RESTRICTIONS

Once the competitor inserts a magazine into their carbine, they may not return to bay G2 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

HALEY STRATEGIC

UNRIVALED

PCSL NATIONALS 2025

STAGE 08

BAY E2

13

11

05

:26

:22

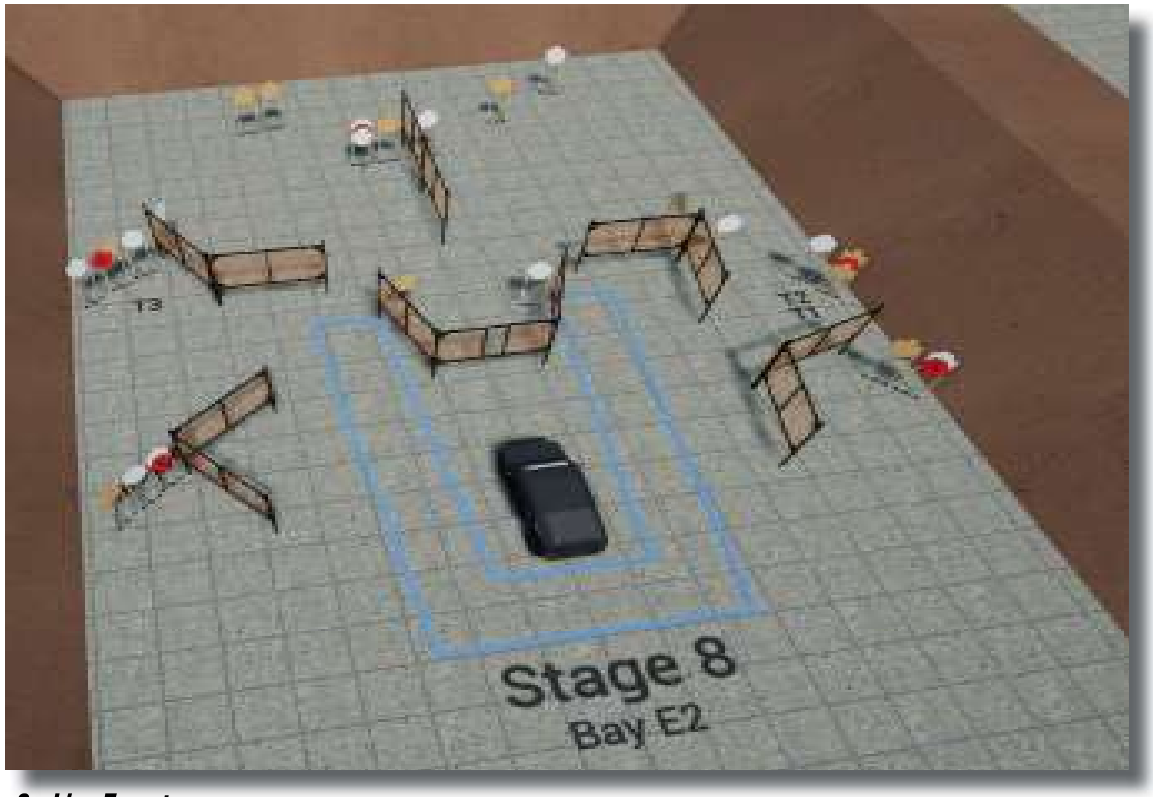
MATCH POINTS
240

PAR TIME
120

STAGE SPONSOR
GIBBZ ARMS &
BALLESTIC ENGINEERING

DESIGNED BY
JASON WOOD

90220



Carbine Targets

26 Rounds | 13 Competition paper

Handgun Targets

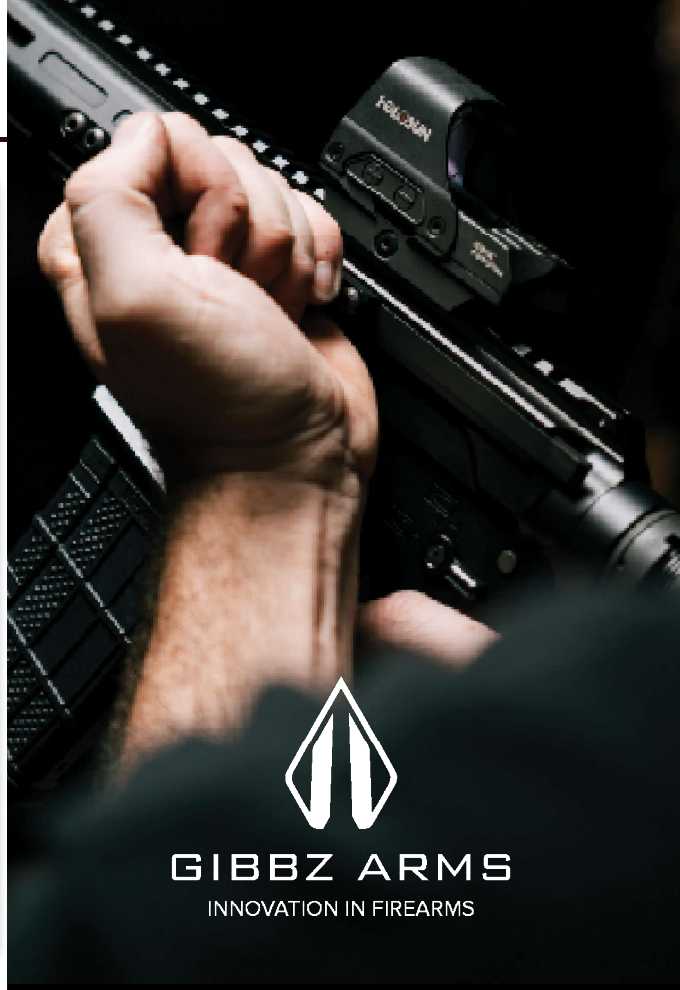
22 Rounds | 11 Practical paper

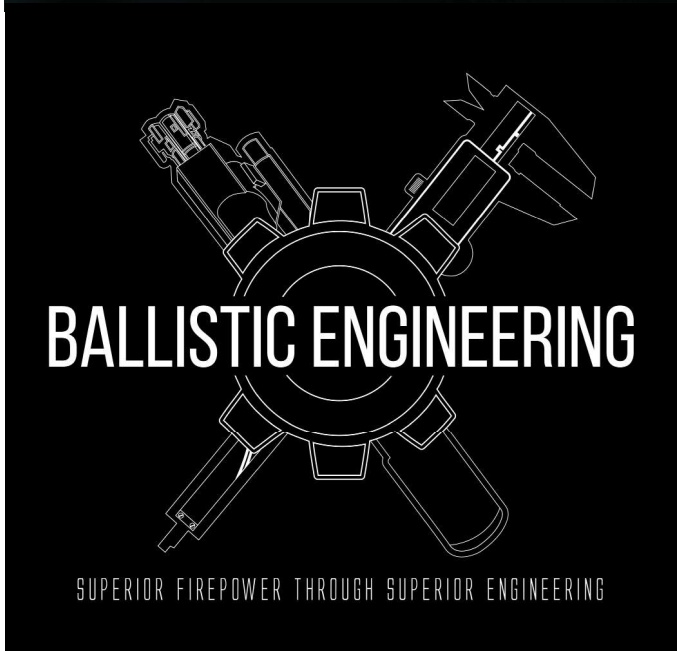
START POSITION

Competitor: Sitting in the driver's seat of the Ford Explorer with both hands touching the steering wheel. Driver's door closed.
Carbine: Loaded, empty chamber, staged in dump box in the back of the Explorer.
Handgun: Loaded, placed on dash mat with muzzle pointed down range.

PROCEDURE

Engage the three designated pistol targets T1-T3 while seated in the driver's seat before exiting the vehicle. Engage all remaining targets from the shooting area.
T1-T3 may be re-engaged from the shooting area if desired.





PCSL NATIONALS 2025

STAGE 09

BAY E3

00

15

08

:00

:35

MATCH POINTS
175

PAR TIME
120

STAGE SPONSOR
HOWITZER

DESIGNED BY
TIM DUNDERI

T.B.A.P.S



Handgun Targets

35 Rounds | 15 Competition paper, 2 Rhino falling steel, 3 poppers

START POSITION

Competitor: Standing anywhere inside either shooting area.
Pistol: Default

PROCEDURE

Engage all paper targets from either shooting area.

ACTIVATED TARGETS

Ripper R1 activates Holy Monkey swinger S1.
Ripper R2 activates swinger S2.



PCSL NATIONALS 2025

STAGE 10

BAY E4

11

13

02

:22

:30

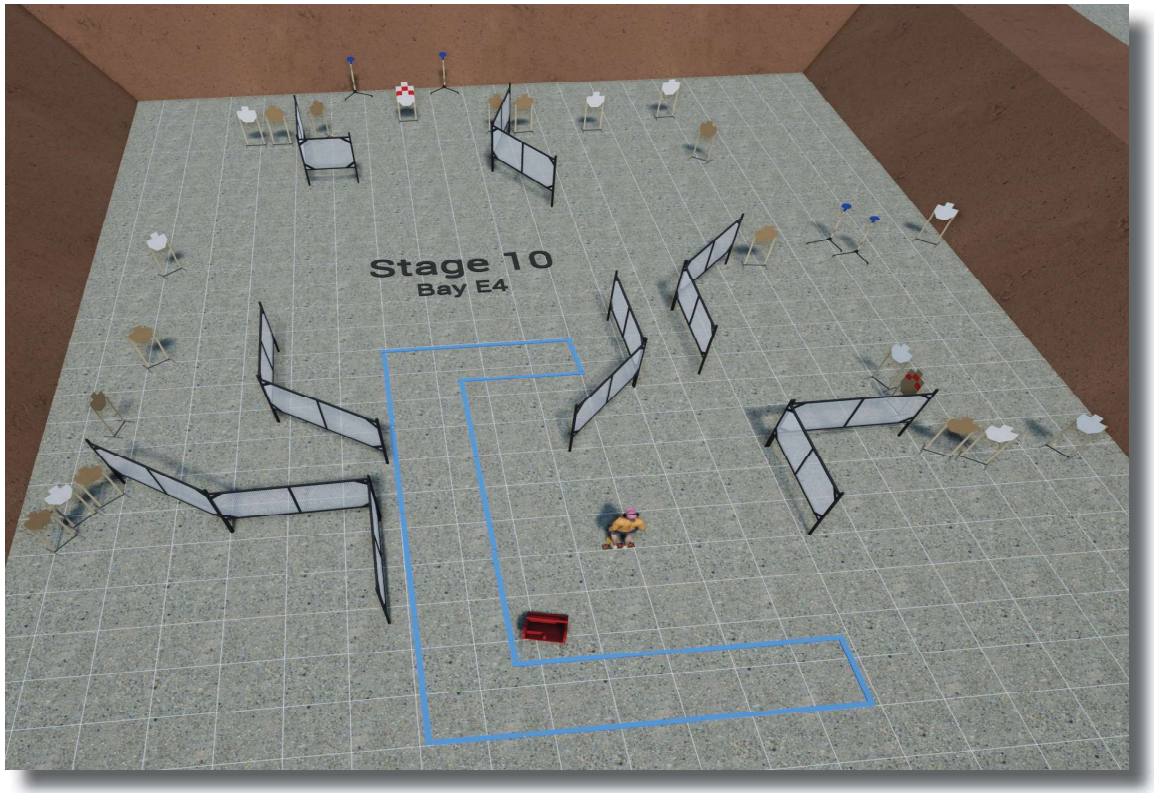
MATCH POINTS
260

PAR TIME
120

STAGE SPONSOR
LAUGO ARMS

DESIGNED BY
JASON WOOD

90210



Carbine Targets

22 Rounds | 11 Practical paper

Handgun Targets

30 Rounds | 13 Practical paper, 4 Rhino falling steel

START POSITION

Competitor: Standing with both feet touching start bar. Competitor's choice of starting firearm.
Carbine: Default, or loaded and staged in dump box.
Handgun: Default, or loaded and holstered

PROCEDURE

Engage all targets from within the shooting area.



PCSL NATIONALS 2025

STAGE 11

BAY D5

11

00

03

:26

:00

MATCH POINTS
130

PAR TIME
180

STAGE SPONSOR
SUREFIRE

DESIGNED BY
MAX LEOGRANDIS
JASON WOOD

UNDER THE BRIDGE



Carbine Targets

26 Rounds | 11 Practical paper, 4 static steel

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Default

PROCEDURE

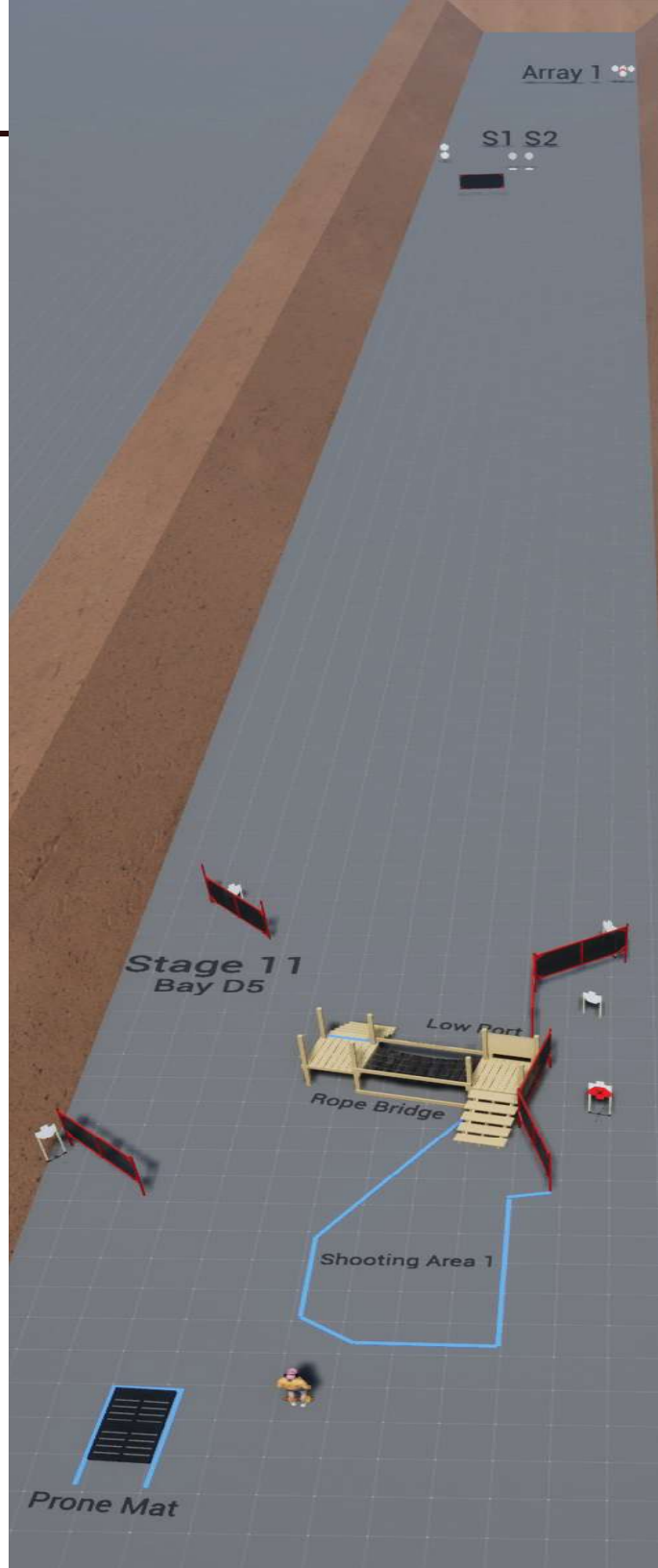
Engage all targets from within the shooting areas given the following:
Array 1 may only be engaged from either the Prone Mat or while completely on the hanging slats portion of the bridge. Engaging Array 1 outside of these positions shall earn 1 procedural per shot fired at the array (up to 4 maximum).

Static Steel S1 & S2 must be engaged once each through the Low Port and while completely on the hanging slats portion of the bridge (4 hits total).

ADDITIONAL RESTRICTIONS

Competitor may not use any stable component of the bridge for support while engaging Array 1 and S1/S2 from the hanging slats.

Shooting Area 1 includes all portions of the raised bridge structure except the downrange steps as marked.



PCSL NATIONALS 2025

STAGE 12

BAY D4

08

11

04

:23

:23

MATCH POINTS
230

PAR TIME
180

STAGE SPONSOR
HOLOSUN

DESIGNED BY
MAX LEOGRANDIS

UNGAHBUNGAH



Carbine Targets

23 Rounds | 8 Practical paper, 2 static steel torsos, 3 static steel A-zone plates.

Handgun Targets

23 Rounds | 11 Practical paper, 1 static steel (DMT)

START POSITION

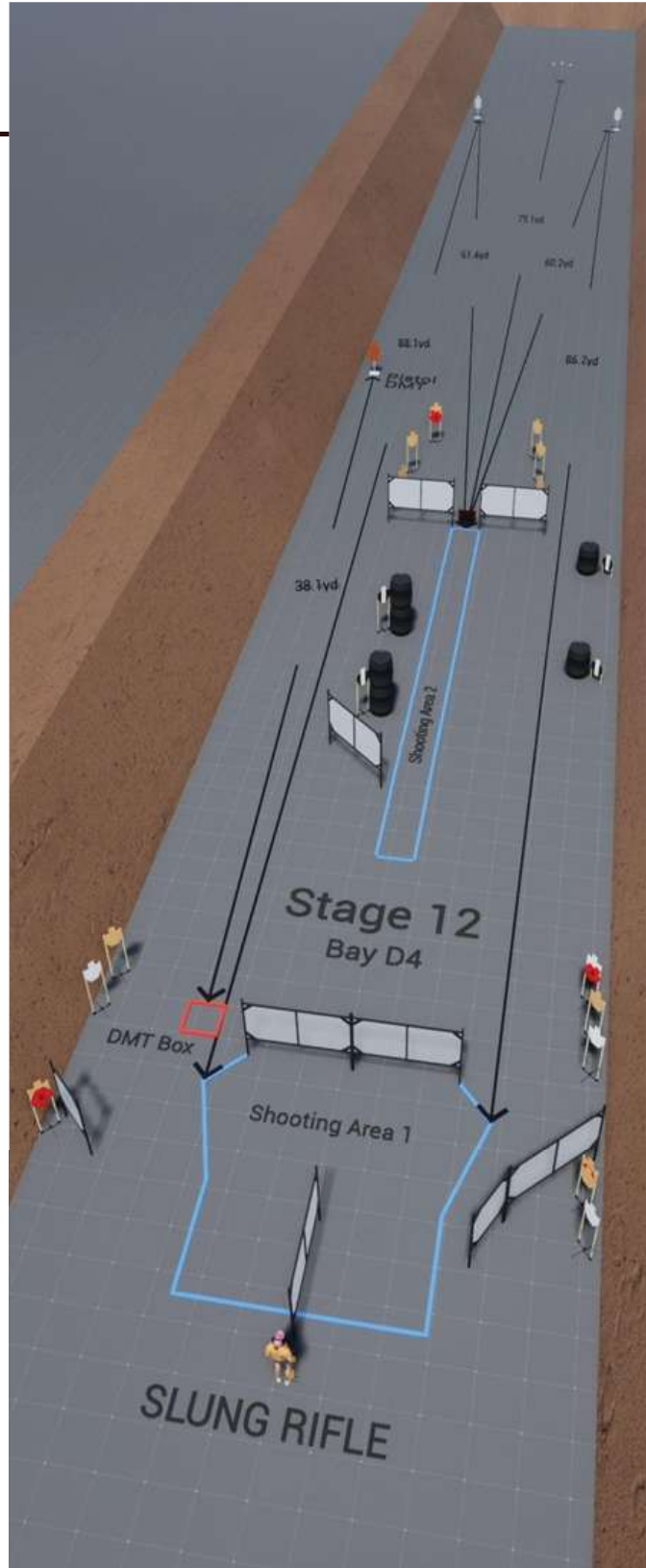
Competitor: Standing with both feet touching start plate.
Carbine: Unloaded and slung.
Handgun: Default

PROCEDURE

Engage all handgun paper visible from within Shooting Area 1, then drop magazine and engage Pistol DMT from within the DMT Box only. Reholster handgun, load carbine and engage all rifle targets from within Shooting Areas 1 & 2. The 2 static carbine torsos must be engaged once each from both shooting areas (4 hits total). Abandon carbine and engage remaining handgun paper from Shooting Area 2.

ADDITIONAL RESTRICTIONS

Once the competitor fires a shot from 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.



PCSL NATIONALS 2025

STAGE 13

BAY D3

07

08

04

:17

:17

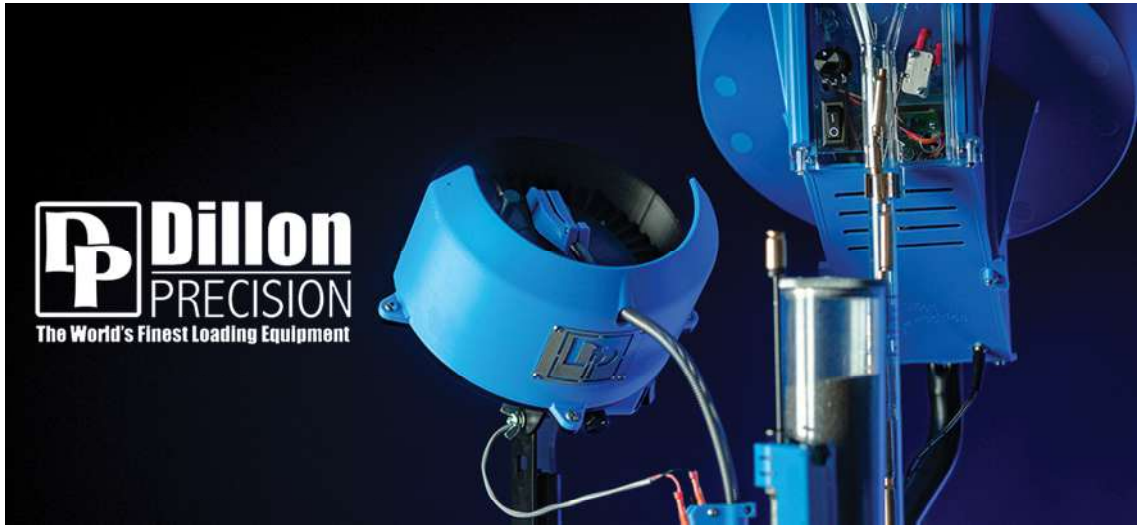
MATCH POINTS
170

PAR TIME
180

STAGE SPONSOR
DILLON PRECISION

DESIGNED BY
MAX LEOGRANDIS

HE PROTEC, HE ATTAC



Carbine Targets

17 Rounds | 7 Practical paper, 2 static steel, 1 falling steel

Handgun Targets

17 Rounds | 8 Practical paper, 1 swinging Rhino plate

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Loaded and staged in dump box.
Handgun: Default

PROCEDURE

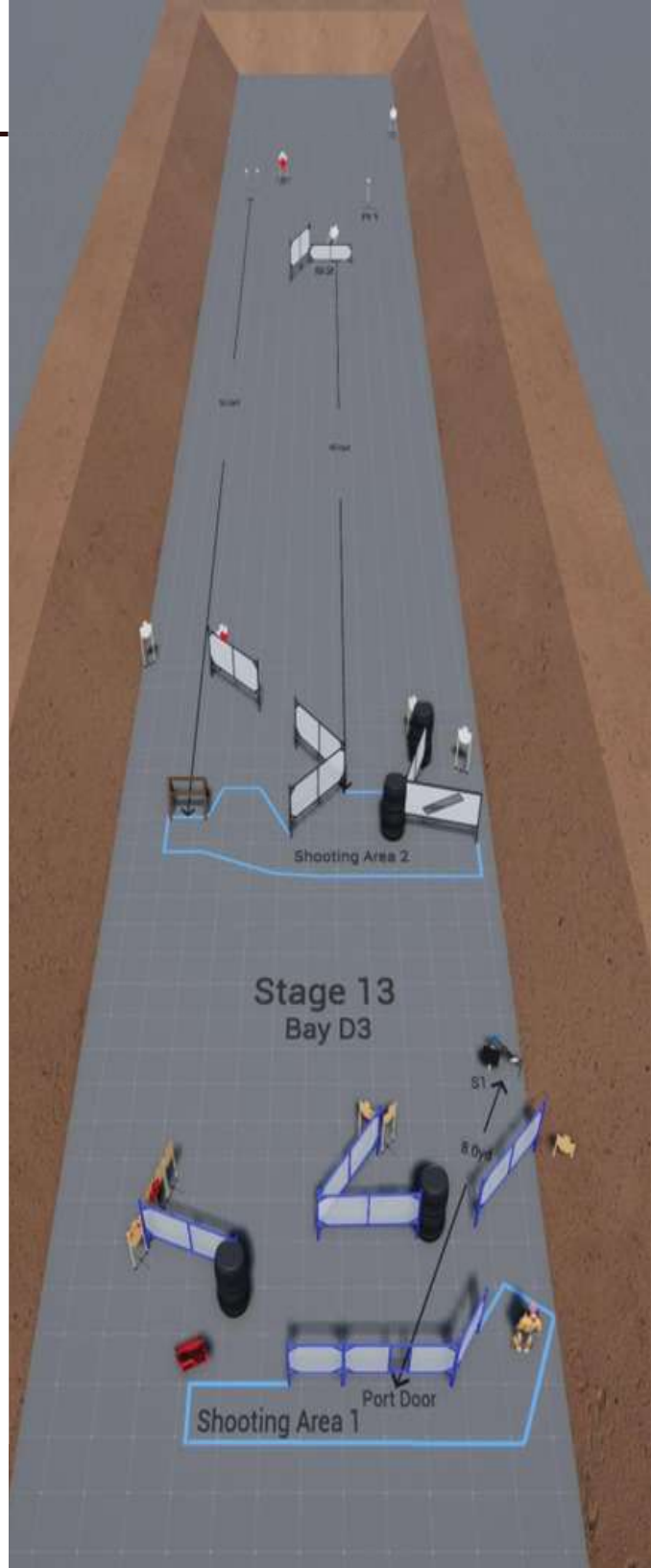
Engage all handgun targets from within Shooting Area 1. Engage all carbine targets from within Shooting Area 2.

ACTIVIATED TARGETS

Port Door activates steel plate swinger S1.
Ripper R1 activates swinger S2.

ADDITIONAL RESTRICTIONS

Once the competitor fires a shot from 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.



PCSL NATIONALS 2025

SHOOT-OFF
BAY F1

03

00

00

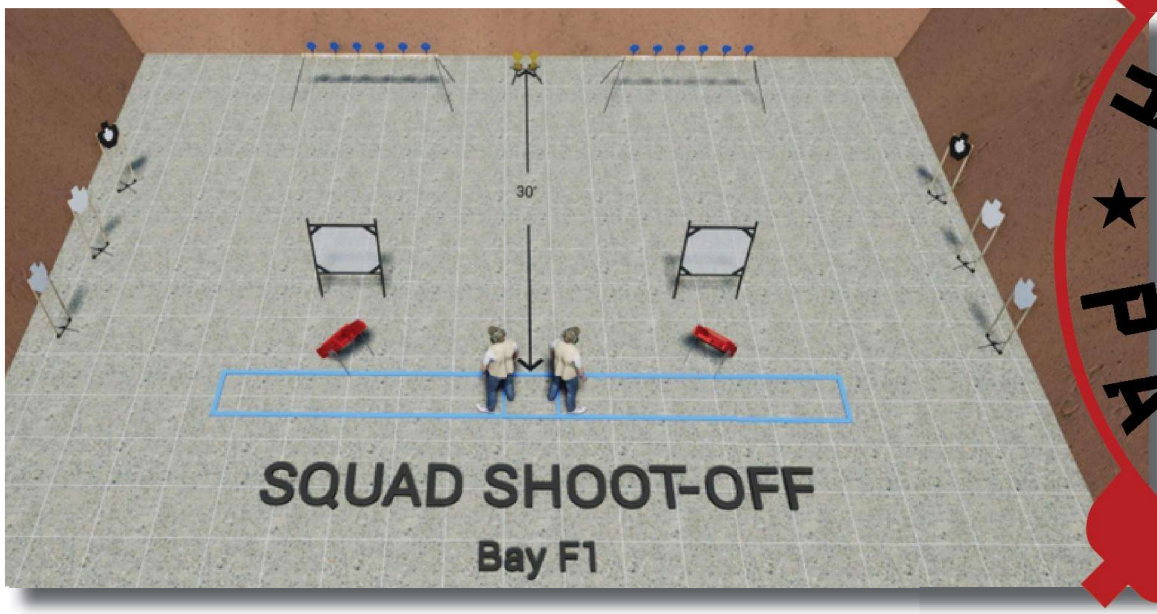
:06

:07

STAGE SPONSOR
HOWITZER

DESIGNED BY
MAX LEOGRANDIS

SQUAD SHOOT-OFF



Carbine Targets

6 Rounds | 2 Practical paper, 1 mini Practical paper.

Handgun Target

7 Rounds | 6 falling steel, 1 popper

START POSITION

Competitor: Standing with one foot inside center box, and other foot inside competitor's respective shooting area.
Carbine: Default | Handgun: Loaded and holstered

PROCEDURE

Engage all targets on competitor's corresponding side of the bay from competitor's respective shooting area. At least one steel target must be knocked down from both sides of competitor's respective wall. The popper must be engaged last and from the far side of the competitor's respective wall.

SCORING

Carbine paper must have two hits anywhere to be neutralized. For this shoot-off, a single T-Zone hit does NOT suffice. The winner of each heat will be the competitor who knocks their popper down first after all of their targets have been neutralized.

BRACKET

A random RO16 bracket will be generated for each squad. Round 1 byes will be assigned from the top down. All match-ups will be Best of 1 except the finals which will be Best of 3.

ADDITIONAL RESTRICTIONS

Popper must be engaged from the far side of competitors respective shooting area only.

On behalf of the entire team, it is my honor to welcome you to the 2025 PCSL 2-Gun Nationals. I am filled with a profound sense of humility and gratitude. When we started this journey, the goal was simply to build a match format that we loved to shoot— something modern, practical, and free from the restrictions that often complicate our sport. It is incredible to see that vision embraced by so many of you as well.

Since our first major event in 2021, our team has been leading by example—pushing the standards of both match production value and what it means to be a competent practical shooter in the modern era.

Paradoxically, my two main goals with PCSL have been to raise the skill level required to dominate within practical shooting while simultaneously harboring an inclusive environment for someone with zero competitive experience to jump in and enjoy the challenge and the journey.

We are achieving those goals in both directions. Without a doubt, PCSL will continue to grow and offer champion-level shooters the opportunity to prove their greatness at magnitudes we have yet to see in practical shooting. Additionally, PCSL redefines how easy it is to get started in shooting sports with its intuitive divisions and shooter-focused ruleset that encourages growth, learning, and fairness.

Our growth is a testament to every single competitor, match director, and volunteer around the globe.

Thank you for believing in PCSL, for traveling to be here, and for being a part of the future of competition shooting.

P.S. 20

Max Leograndis
Match Director, PCSL



ADDITIONAL RESTRICTIONS

Pallets are solid barriers.

No-shoot pillow is DECORATIVE ONLY