
PCSL
CHAMPIONSHIP
2023
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PrairieFire Nevada

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Pahrump, NV 89061

702-837-7433

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PRAIRIEFIRE

Home to The American Experience

"At PrairieFire, we believe that learning and growth are essential for personal and professional development. But we also believe that the journey should be enjoyable, memorable, and shared with family and friends.

Our commitment is to provide an environment where our guests not only improve their shooting skills but also have fun, make memories, and strengthen their bonds with family and friends. Whether you're looking to enhance your physical fitness, develop strong leadership qualities, or simply have a great time with your loved ones, PrairieFire is dedicated to empowering individuals to reach their full potential."



Check-in and Stage Inspection

Upon entering the range, all individuals must check in with PrairieFire staff at the main clubhouse (ADMIN BUILDING on the map).

Stages will be available for inspection during daylight hours starting Wednesday morning Nov 29th through the event close. No stage inspection is permitted while staff and early match squads are shooting the stage.

Main match competitors must check in with PCSL staff (also in the admin building) before shooting their first stage. Goody bags, merch, and grand prize tickets will be distributed at check in. If match ammo was purchased or shipped, it will be available for pickup.

PCSL check in will be open at 2:00pm on Thursday and close at 4:30pm. You may also check in prior to your first stage on Friday or Saturday (6:30am - 12:00pm), whether you are shooting AM or PM schedule.




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CHAMPIONSHIP
2023
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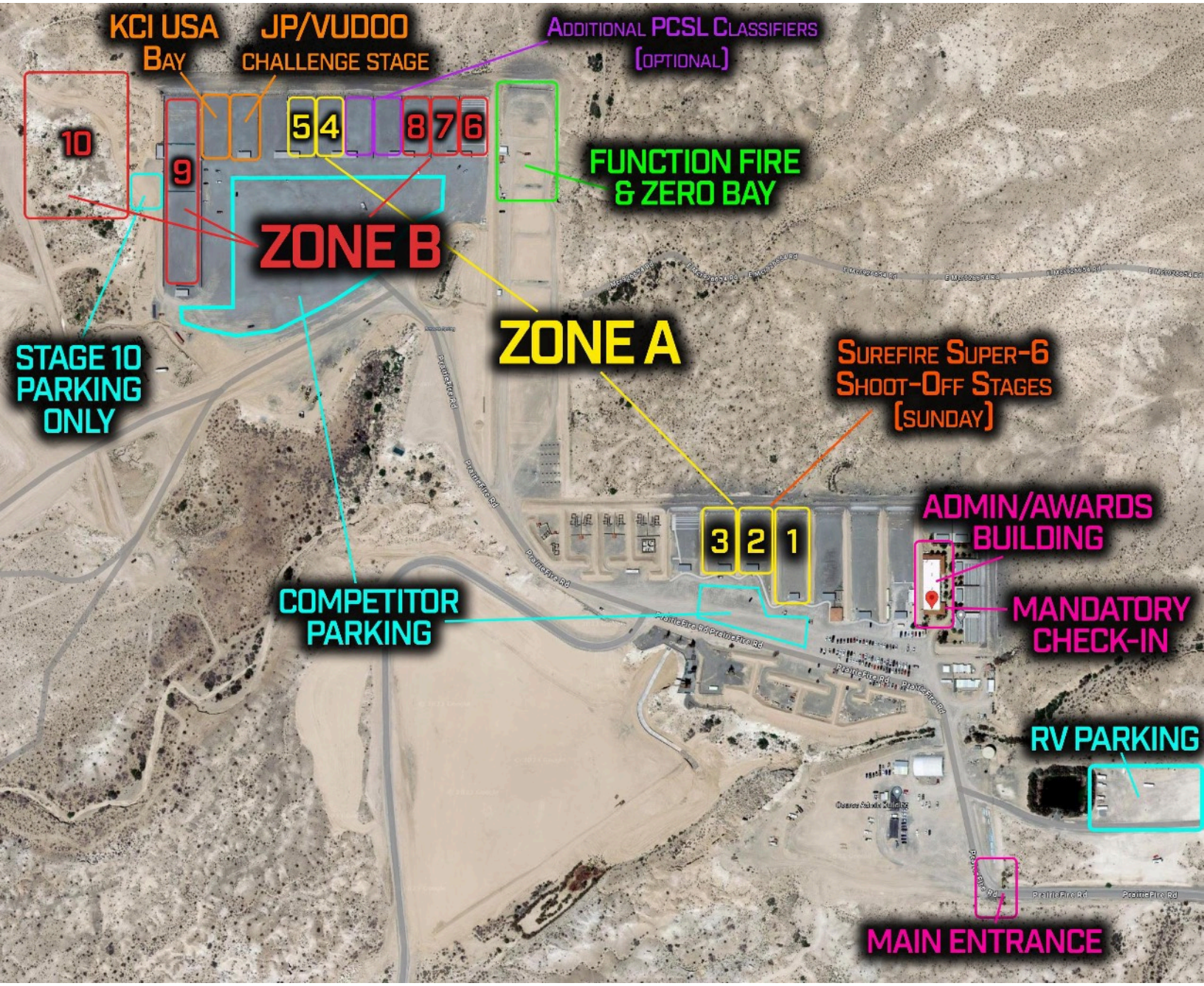
LOCATION MATRIX

Stage Name	Stage	Bay
Surefire	1	9
Dillon Precision	2	10
Imperium Roots	3	11
Classifier 24-F1 “CONTROL”	4	19
Classifier 24-D1 “CORRIDORS”	5	20
Holosun’s Castle	6	14
Classifier 24-F2 “MAXCELLERATOR”	7	15
Classifier 24-D2 “MOMENTUM”	8	16
Unrivaled	9	24
Run For Gold	10	Natural Terrain Zone B West
JP / Vudoo Challenge		22
KCI USA Bay		23
Function Fire/Zero Bay		13
Classifier 24-F3 "Advance"	Available Sunday after Shoot-Off	17*
Classifier 24-D3 “Arena"	Available Sunday after Shoot-Off	18*

* = Location may change

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SQUAD MATRIX

PCSL CHAMPIONSHIP

Early Match: All Day Thursday

	Stage 1	Stage 2	Stage 3	Stage 4 & 5 (Classifiers)	Stage 6	Stage 7 & 8 (Classifiers)	Stage 9	Stage 10
0650	AM Squads	Report to	Stages					
0700	21	22	23	24				
0810	24	21	22	23				
0920	23	24	21	22				
1030	22	23	24	21				
1130	Lunch	Delivered to	ROs					
1200					21	22	23	24
1310					24	21	22	23
1420					23	24	21	22
1530					22	23	24	21
1640	Shooting Concludes							

Main Match Day 1: Friday

	Stage 1	Stage 2	Stage 3	Stage 4 & 5 (Classifiers)	Stage 6	Stage 7 & 8 (Classifiers)	Stage 9	Stage 10
0650	AM Squads	Report to	Stages					
0700	1	2	3	4	5	32	33	34
0810	4	1	2	3	34	5	32	33
0920	3	4	1	2	33	34	5	32
1030	2	3	4	1	32	33	34	5
1130	Lunch	Delivered to	ROs					
1150	PM Squads	Report to	Stages					
1200	11	32	33	34	15	16	17	18
1310	34	11	32	33	18	15	16	17
1420	33	34	11	32	17	18	15	16
1530	32	33	34	11	16	17	18	15
1640	Shooting Concludes							

SQUAD MATRIX

PCSL CHAMPIONSHIP

Main Match Day 2: Saturday

	Stage 1	Stage 2	Stage 3	Stage 4 & 5 (Classifiers)	Stage 6	Stage 7 & 8 (Classifiers)	Stage 9	Stage 10
0650	AM Squads	Report to	Stages					
0700	15	16	17	18	11	42	43	44
0810	18	15	16	17	44	11	42	43
0920	17	18	15	16	43	44	11	42
1030	16	17	18	15	42	43	44	11
1130	Lunch	Delivered to	ROs					
1150	PM Squads	Report to	Stages					
1200	5	42	43	44	1	2	3	4
1310	44	5	42	43	4	1	2	3
1420	43	44	5	42	3	4	1	2
1530	42	43	44	5	2	3	4	1
1640	Shooting Concludes							
1700	Scores Posted. Arbitration Open							
1800	Arbitration Closes							

Day 3: Sunday

0650	Arbitrated re-shoots & corrections begin if necessary
0800	Staff Debrief and Prizes
0900	Awards
1030	Super Six Shoot-Offs
1400	Main Event Concludes
1400	Optional Classifiers 24-F3 and 24-D3 available to shoot
1630	Range Closed

KEY

BLUE SQUADS SHOOT ALL DAY	YELLOW SQUADS SHOOT AM/PM or PM/AM
SQUAD 1 is split into 101 and 201 in the practiscore registration. Squad 2 is split into 102 and 202, etc.	
Squads 101 and 201 are also named 1A and 1B in practiscore. Grouped squads (A and B) will always shoot together as one big group.	


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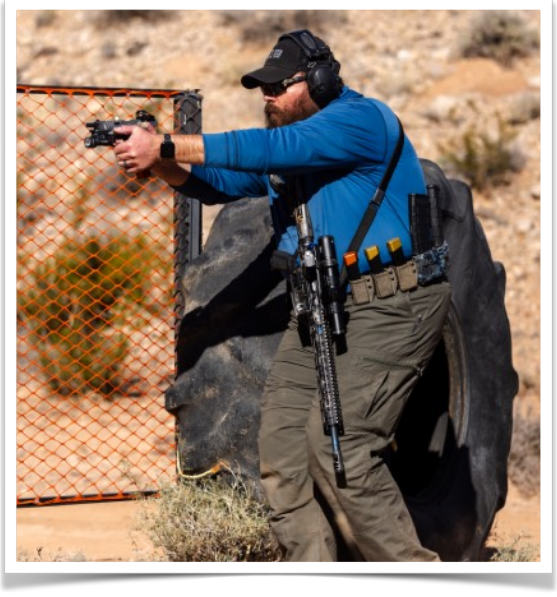

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STAFF MATCH SCHEDULE

STAFF DAY 1: Wednesday	November 29, 2023
0930	Mandatory Staff Meeting in ADMIN building
1030	Stage Rotation 1
1150	Stage Rotation 2
1300	Lunch Served on Stages
1330	Stage Rotation 3
1450	Stage Rotation 4
1610	Shooting Concludes

STAFF DAY 2: Thursday	November 30, 2023
0700	Stage Rotation 5
0830	Stage Rotation 6
1000	Stage Rotation 7
1130	Stage Rotation 8
1300	Lunch Served in ADMIN building
1315	Staff meeting during lunch
1400	Staff option to shoot extra classifiers & challenge stages






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2-GUN STAGE LIST & ROUND COUNT

Stage	Bay	Handgun	Carbine	Carbine 50yd+	Points	% Total
1. Surefire	9	28	26	6	270	11.9%
2. Dillon Precision	10	29	26		275	12.1%
3. Imperium Roots	11	26	22		240	10.6%
4. Classifier 24-F1	19	12	12	4	120	5.3%
5. Classifier 24-D1	20	16	16		160	7.0%
6. Holosun's Castle	14	27	26	6	265	11.5%
7. Classifier 24-F2	15	17	20	6	240	10.5
8. Classifier 24-D2	16	14	14		140	6.2%
9. Unrivaled	24	25	22	22	245	10.8%
10. Run for Gold	Natural Terrain	30	26	9	300	13.3%
TOTALS		**224**	**210**	**53 of 210**	**2255**	**100%**



1-GUN STAGE LIST & ROUND COUNT

Stage	Bay	1-Gun	Points	% Total
1. Surefire	9	30	150	11.5%
2. Dillon Precision	10	33	165	12.7%
3. Imperium Roots	11	26	130	10.0%
4. Classifier 24-F1	19	12	60	4.6%
5. Classifier 24-D1	20	16	80	6.1%
6. Holosun's Castle	14	35	175	13.5
7. Classifier 24-F2	15	18	140	10.8%
8. Classifier 24-D1	16	14	70	5.4%
9. Unrivaled	24	29	155	11.9%
10. Run for Gold	Natural Terrain	30	170	13.1%
	TOTALS	**243**	**1295**	**100%**



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PRACTICAL COMPETITION SHOOTING LEAGUE

2-GUN



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SUREFIRE

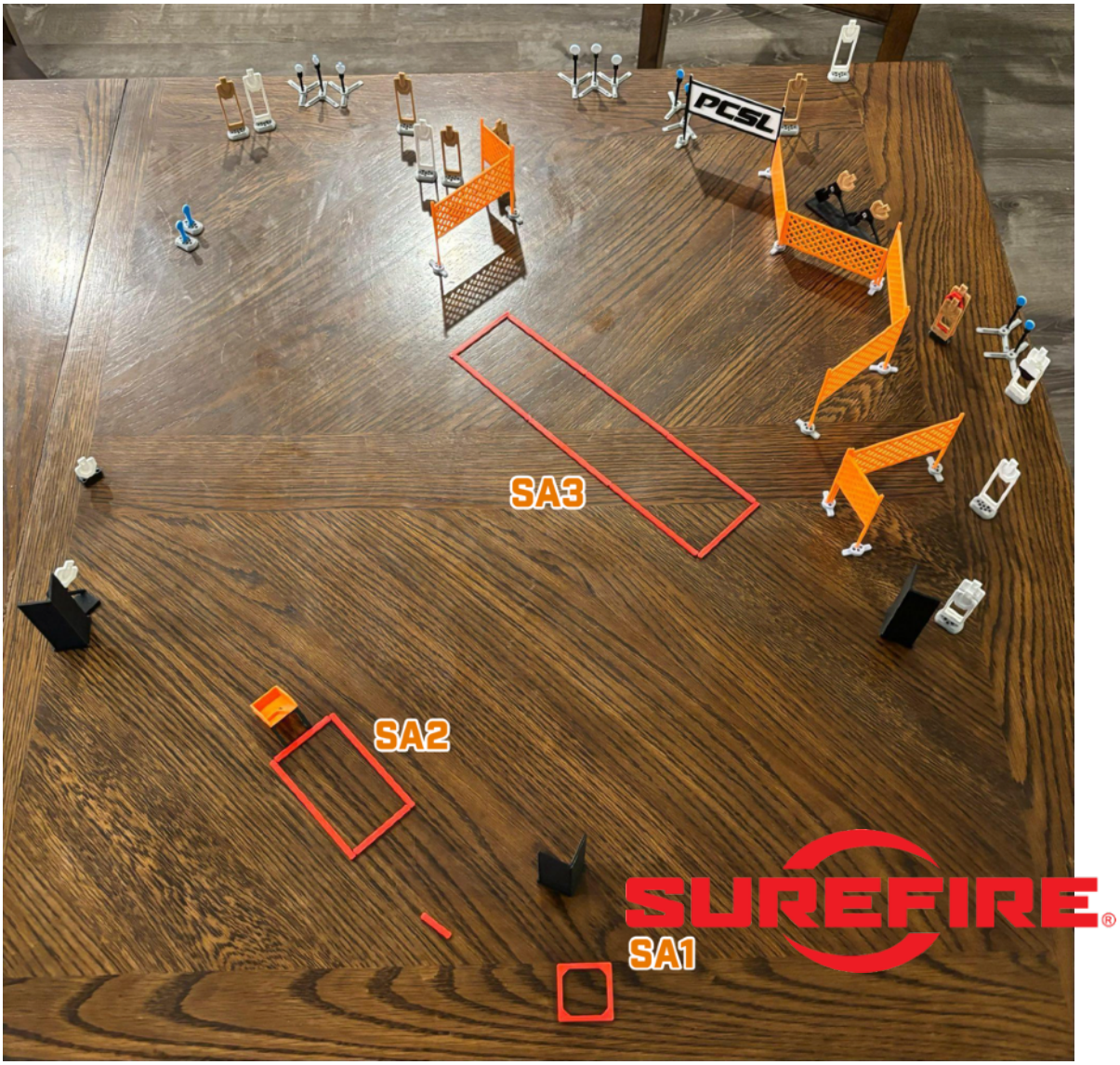
STAGE 1

2-GUN

Match Points Available:
270

Par Time:
120 sec

Location:
BAY 9



Round Count & Targets:	Carbine 26, 10 Paper, 6 Steel	Handgun: 28, 11paper 6 steel

Start Position:	**Competitor:** Standing in shooting area 1
	Carbine: Loaded, held with stock touching belt
	Handgun: Loaded and holstered
Procedure:	Engage all targets from within any of the three shooting areas
	Carbine steel **may only be engaged from shooting area 1** (50yd min safe distance)
Activated Targets:	Stomp pedal activates the **Holy Monkey** swinger
	Ripper plate activates both handgun swingers
	Targets must be activated before engaging.
	Failing to activate target before engaging will result in one procedural penalty per shot fired at the target prior to engagement
Safety Notes:	For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**

Designed by:
Jason Wood

PCSL CHAMPIONSHIP

DILLON PRECISION

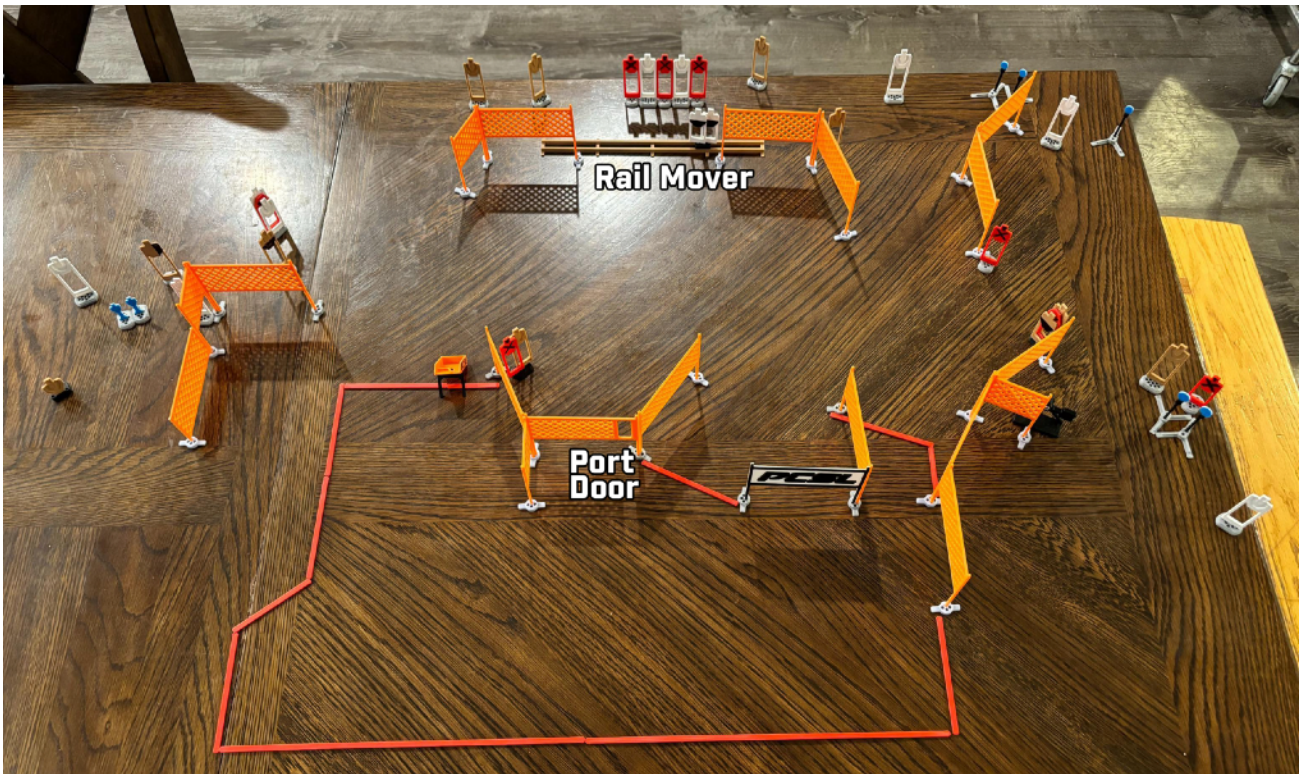
STAGE 2

2-GUN

Match Points Available:
275

Par Time:
120 sec

Location:
BAY 10



Round Count & Targets:	Carbine: 26, 11 Paper	Handgun: 29, 11paper 7 steel

Start Position:	**Competitor:** Standing with both feet touching start stick.
	Carbine: Loaded, held with stock touching belt.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets from within the shooting area.

Activated Targets:	Opening the port door activates the rail mover which holds two paper carbine bonus targets. The bonus targets are worth up to 20 points each (best 4 hits per target), and **do not earn miss or failure to engage penalties.**

Notes:	Shoot-throughs that travel through scoring targets **will count for score** on other scoring targets that are positioned in a different plane (separate target stand).

Designed by:
Jason Wood
Max Leograndis

Dillon PRECISION

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IMPERIUM ROOTS

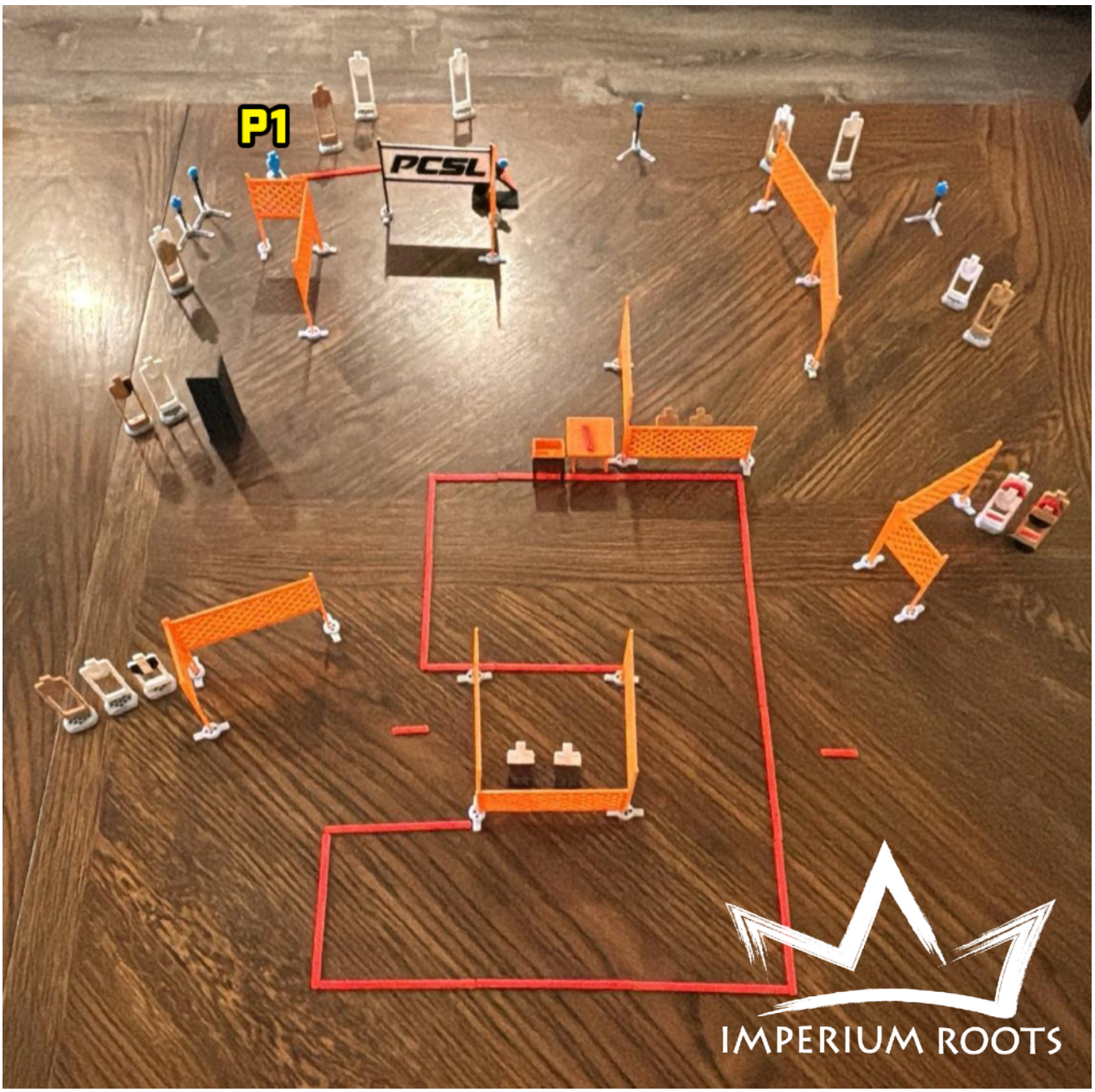
STAGE 3

2-GUN

Match Points Available:
240

Par Time:
120 sec

Location:
BAY 11



Round Count & Targets:	Carbine: 22, 11 Paper	Handgun: 26, 10paper 6 steel

Start Position:	**Competitor:** Standing with both feet touching either start stick.
	Carbine: Loaded, staged in dump box.
	Handgun: Loaded and holstered. Wrists below belt.

Procedure:	Engage all targets from within the shooting area.

Activated Targets:	Popper P1 activates the steel handgun plate swinger.

Designed by:
Jason Wood
Max Leograndis

PCSL CHAMPIONSHIP

CLASSIFIER 24-F1
"Maxcellerator"

STAGE 4

2-GUN

Match Points Available:
240

Par Time:
N/A

Location:
BAY 19

Designed by:
Max Leograndis

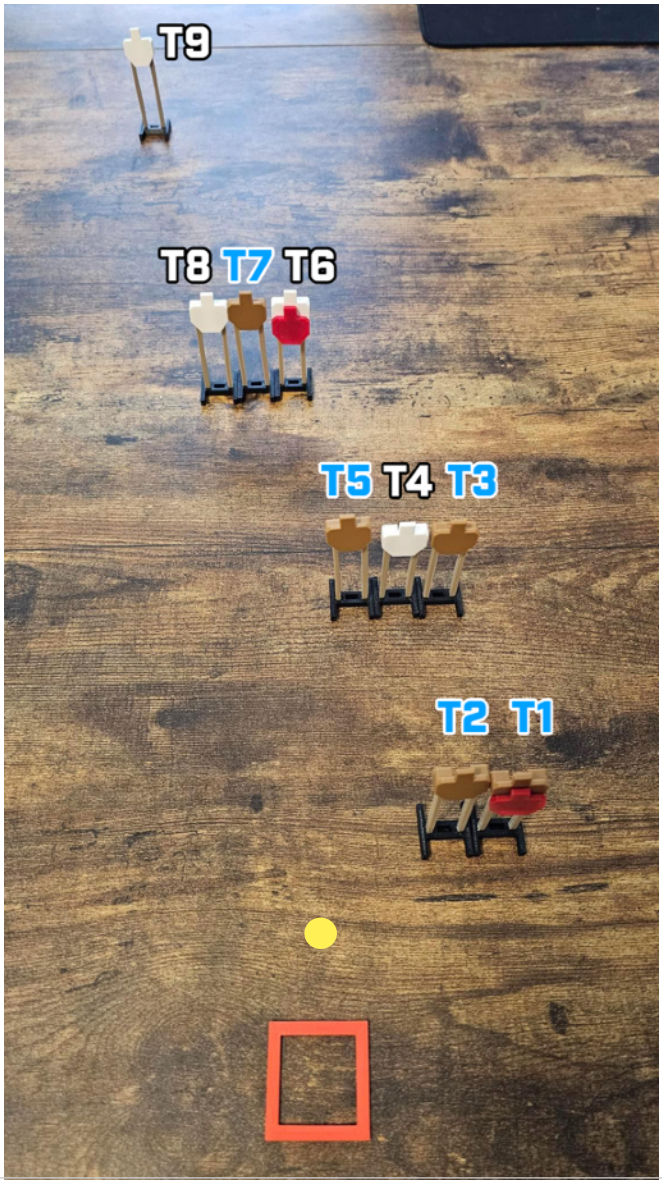
Round Count and Targets:
Carbine: 20 Rounds, 4 Paper
Handgun: 17 rounds, 5 Paper

Competitor start position for all strings:
Standing inside shooting box.
Carbine sling required for all strings. For the purposes of this stage, when the carbine is slung (even if completely unloaded), the 180 rule is still in effect with the exception of a 3-foot radius around the competitor's position on the ground.

STRING 1
Firearm Start Conditions:
• **Carbine:** Loaded, held with muzzle aimed at mark.
• **Handgun:** Loaded and holstered.
Procedure: Engage T9 with up to 6 rounds, perform a mandatory reload, then engage T8 with up to 6 rounds.

STRING 2
Firearm Start Conditions:
• **Carbine:** One round in chamber, no magazine inserted. Held with muzzle aimed at mark.
• **Handgun:** Loaded and holstered.
Procedure: Engage T6 with exactly one round, draw handgun and engage T7, T5, T3, and T2 with up to 2 rounds each, perform a mandatory reload, and re-engage T7, T5, T3, and T2 with up to 2 rounds each.

Stage 7 Continued onto next page…



STRING 3
Firearm Start Conditions:
• **Carbine:** Completely unloaded and slung, bolt forward.
• **Handgun:** One round in chamber, no magazine inserted. Holstered. Wrists below belt.
Procedure: Engage T1 with exactly one round, re-holster handgun, load carbine and engage T4 with up to 6 rounds, and T6 with exactly one round. • **Handgun must be re-holstered in safe condition per the general rulebook, even if completely unloaded** (i.e. if the handgun has a manual safety, it must be applied, or the hammer must be down or de-cocked before holstering). **Re-holstering the handgun (even if completely unloaded) in an unsafe condition will result in a stage DQ.**

PCSL CHAMPIONSHIP

CLASSIFIER 24-F1
"Maxcellerator"

STAGE 4

2-GUN

Match Points Available:

240

Par Time:

N/A

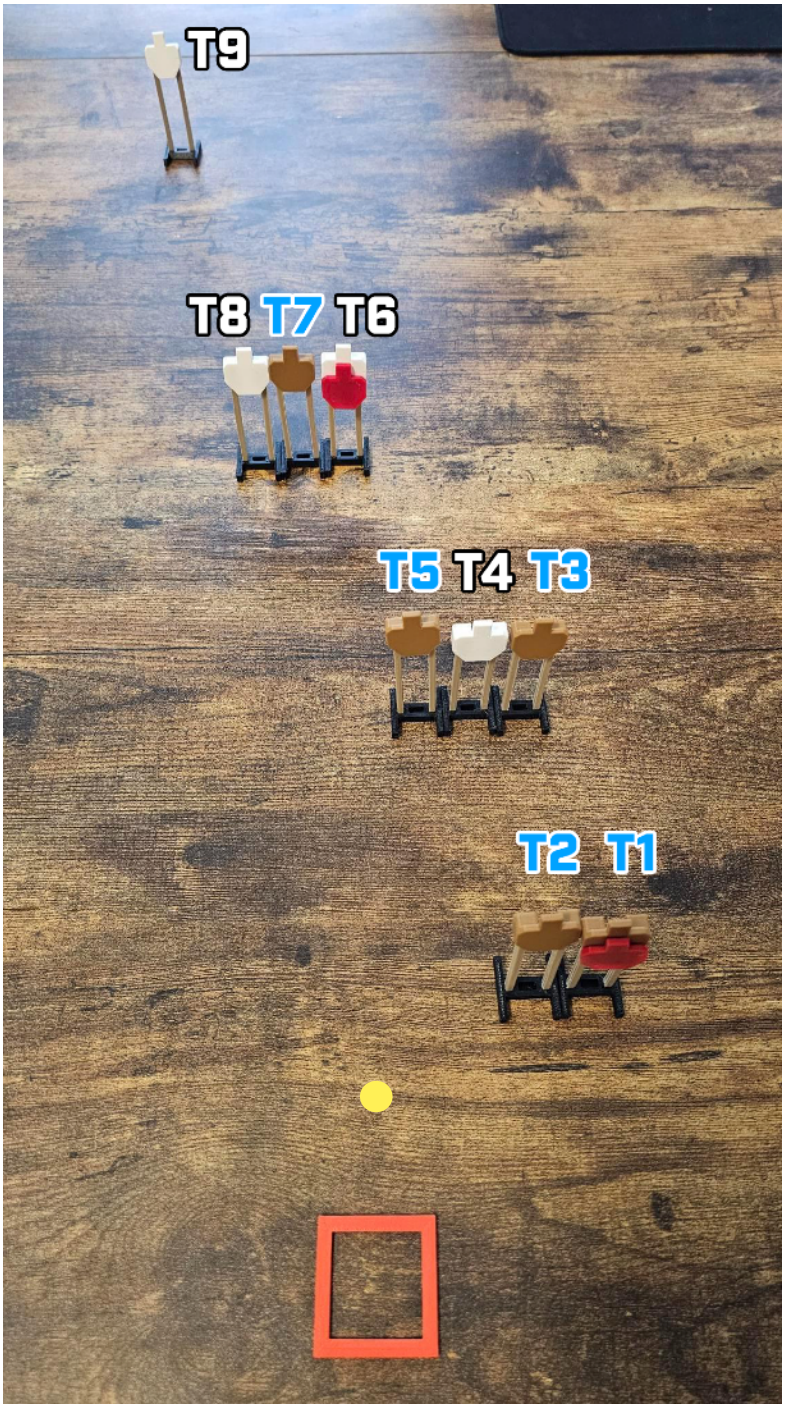
Location:

BAY 19

Designed by:

Max Leograndis

TARGET SCORING:
No target earns miss penalties (all missing shots scored NPM).
Targets **not engaged** with at least one round in each defined shooting segment of the strings will incur **one Failure to Engage (FTE)** procedural per occurrence.
Shots fired at each target above that target's stated maximum engagement will each earn **one extra** shot procedural.
Hits on target above the stated maximum engagement for that target will each earn one **extra hit** procedural.
Shots fired at an incorrect target per the defined engagement will earn **one procedural per shot.**
Scoring zone hits earn the standard amount (K=10, A=5, C=3, D=1).
Maximum points earned per target are the following:
• **T1:** 10 Points
• **T6:** 20 Points
• **T2-T5, T7-T9:** 30 Points each
NOTE: Notice that the maximum number of points on the open handgun targets can only be scored with a minimum of 2 kilos. Likewise, T1 & T6 require kilos only in order to score maximum points.



TARAN TACTICAL INNOVATIONS

Stage 7 Continued from previous page.

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CLASSIFIER 24-D1
"Momentum"

STAGE 5

2-GUN

Match Points Available:

140

Par Time:

N/A

Location:

BAY 20



Smoke COMPOSITES

Round Count & Targets:	Carbine: 14, 7 Paper	Handgun: 14, 7 paper

Start Position:	**Competitor:** Standing with both feet touching start stick.
	Carbine: Loaded, held with stock touching belt.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets from within either shooting area.

Designed by:
Jason Wood

PCSL CHAMPIONSHIP

HOLOSUN'S CASTLE

STAGE 6

2-GUN

Match Points Available:

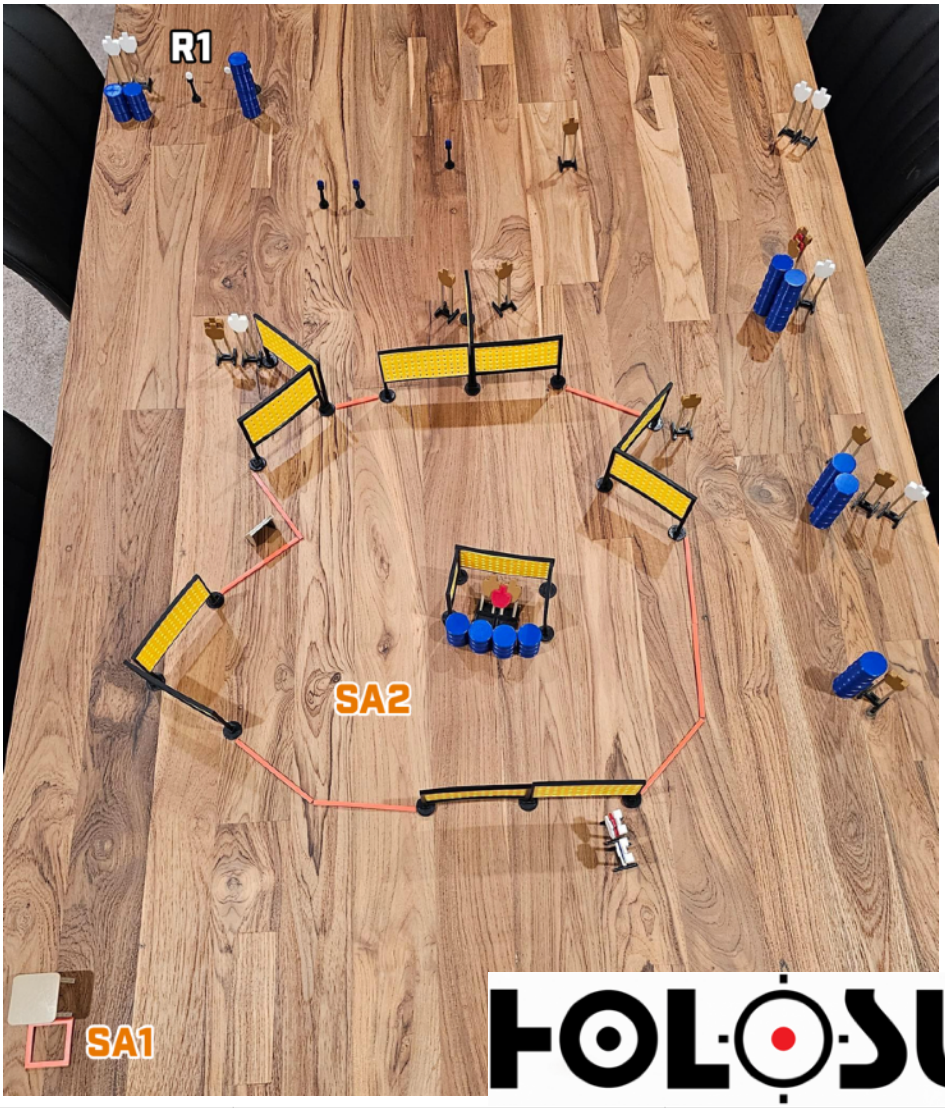
265

Par Time:

120 sec

Location:

BAY 14



HOLOSUN

Round Count & Targets:	Carbine: 26, 12 Paper, 2 Steel	Handgun: 27, 12 Paper 3 Steel

Start Position:	**Competitor:** Standing anywhere inside shooting area 1.
	Carbine: Loaded, muzzle touching barricade.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets from within either shooting area.
Extra Requirements:	Carbine steel may **only be engaged from shooting area 1** (50yd minimum safe distance).

Activated Targets:	Ripper R1 activates the carbine steel plate swinger **and** the double carbine paper swinger.
	The swinging carbine plate is a **bonus target worth 15 points, and does not earn miss or failure to engage penalties.**
Notes:	For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**
	Barricade can be used as support.

Designed by:
Jason Wood
Max Leograndis

PCSL CHAMPIONSHIP

CLASSIFIER 24-F2

"CONTROL"

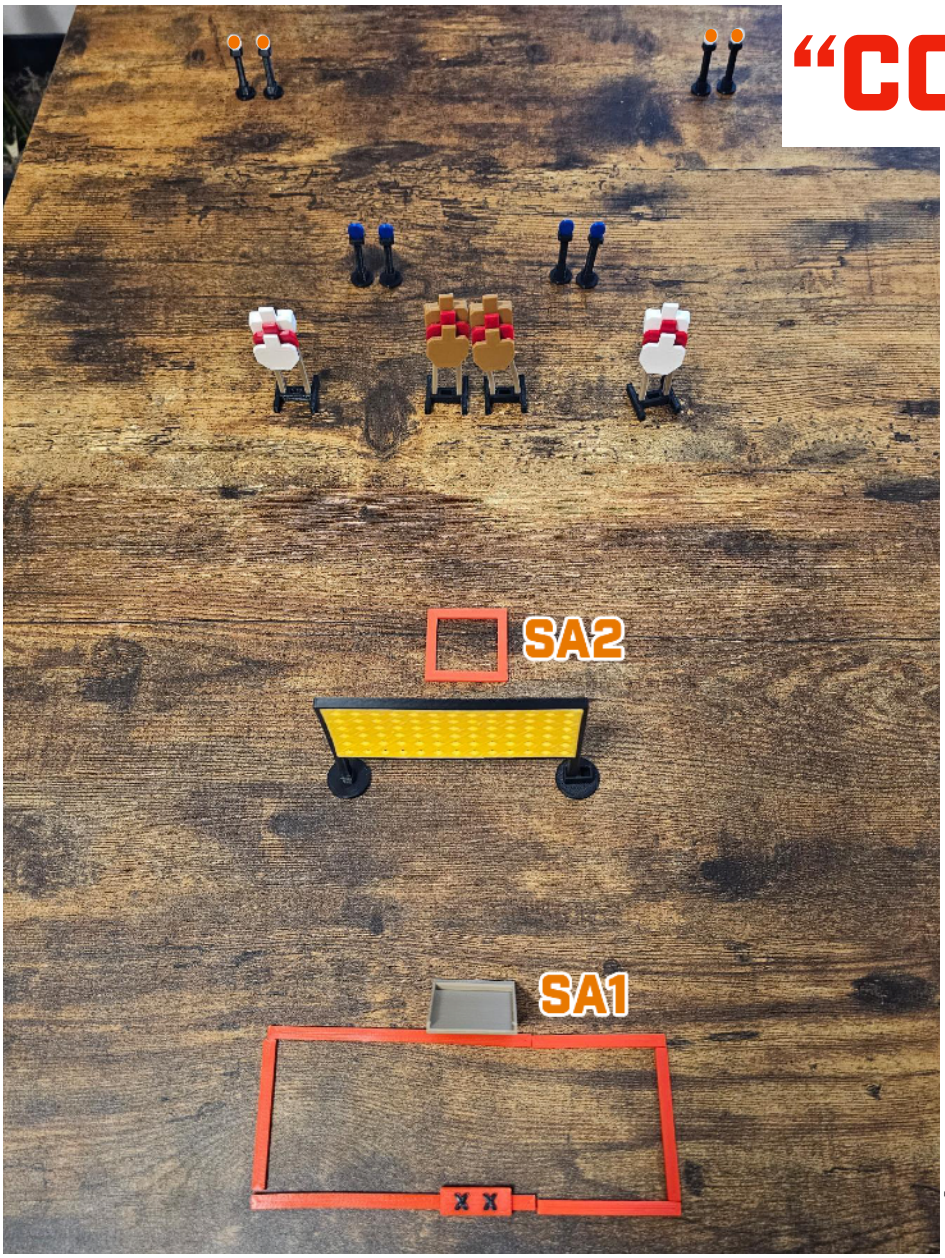
STAGE 7

2-GUN

Match Points Available: 120

Par Time: N/A

Location: BAY 15



L.A.G. TACTICAL

Round Count & Targets:	Carbine: 12, 4 Paper, 4 Clay	Handgun: 12, 4 paper 4 steel

Start Position:	**Competitor:** Standing with both feet touching start stick.
	Carbine: Loaded, held with stock touching belt.
	Handgun: Loaded and holstered.
Procedure:	Engage targets as follows:
	• All carbine targets from Shooting Area 1.
	• All handgun steel from Shooting Area 1.
	• All handgun paper from Shooting Area 2.
	• One mandatory reload is required between the first and last shot fired with each firearm. **Failure to perform a mandatory reload will result in 3 procedurals assigned per firearm not reloaded.**

Designed by: Max Leograndis

PCSL CHAMPIONSHIP

CLASSIFIER 24-D2
"CORRIDORS"

STAGE 8

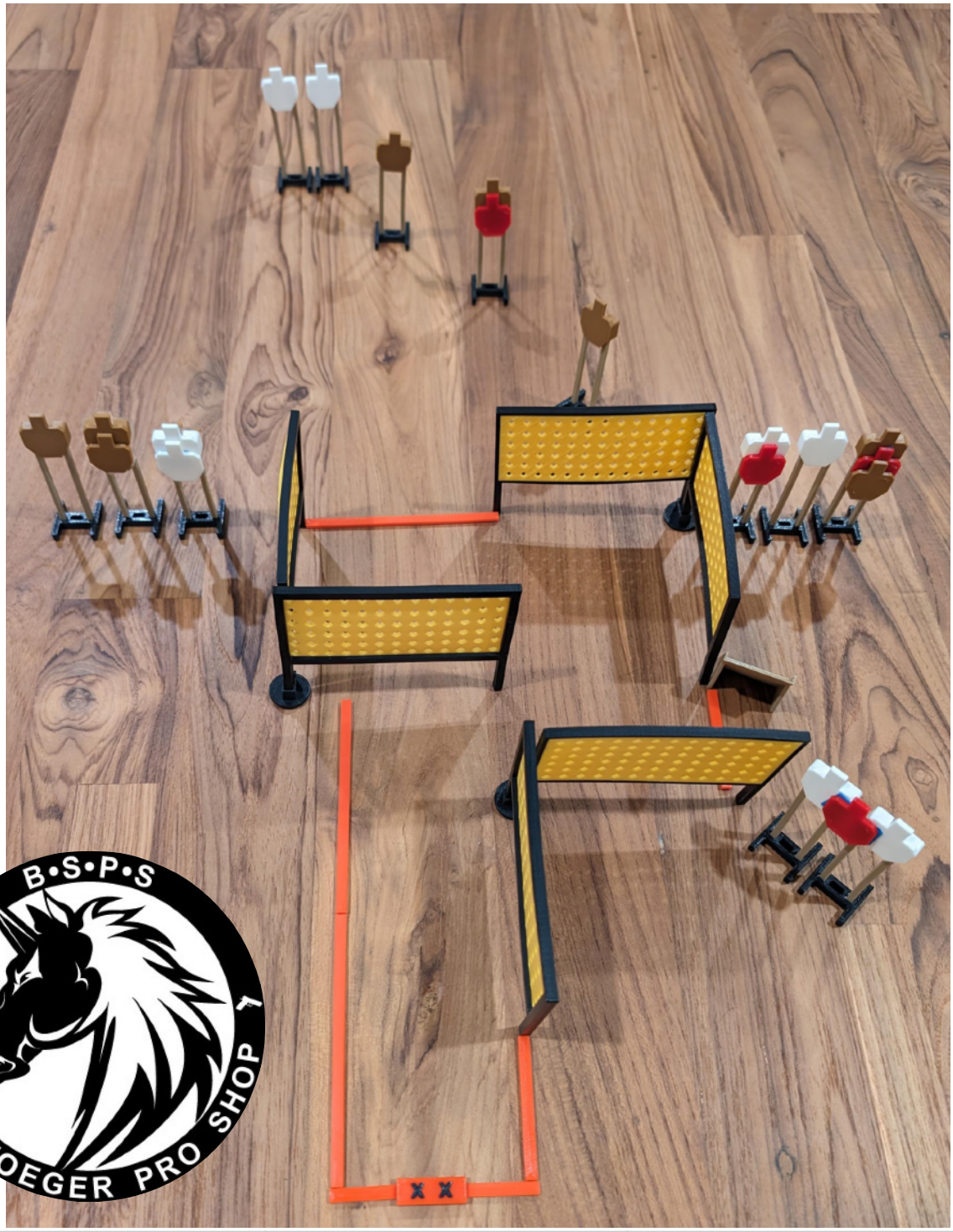
2-GUN

Match Points Available:
160

Par Time:
N/A

Location:
BAY 16

Designed by:
Max Leograndis



Round Count & Targets:	Carbine: 16, 8 Paper	Handgun: 16, 8 Paper

Start Position:	**Competitor:** Standing anywhere inside the shooting area.
	Carbine: Loaded, held with stock touching belt.
	Handgun: Loaded and holstered.

Procedure:	Engage all targets from within the shooting area.

PCSL CHAMPIONSHIP

UNRIVALED

STAGE 9

2-GUN

Match Points Available:
245

Par Time:
120 sec

Location:
BAY 24

Designed by:
Max Leograndis

Round Count and Targets:
Carbine: 22 Rounds, 10 Paper, 2 Steel
Handgun: 25 Rounds, 12 Paper, 1 Steel
Carbine Sling Required!

Start Position:
Competitor: Standing with both feet touching start stick.
Carbine: Loaded, held with stock touching belt.
Handgun: Loaded and holstered

Procedure & Extra Requirements:
Engage carbine paper array 1 from within shooting area 1 only, THEN:
Remove carbine magazine, and from shooting area 1 only engage the DMT (Drop Mag Target) with the remaining chambered round. At this point, your carbine will be completely unloaded and is considered inert (may be slung without concern for the 180).
Engage all handgun targets from within shooting areas 2 and 3 only. The carbine DMT **is a bonus handgun target worth 15 points, and does not earn miss or failure to engage penalties.** Handgun magazine **does not** need to be removed before engaging the carbine DMT.
Abandon handgun in dump box (mandatory - no option to re-holster).
Re-load carbine, and from shooting area 4 engage the carbine DMT again (this time there is no drop-mag procedure), and carbine paper array 2.

Notes:
The lower opening of the port wall in front of shooting area 4 **is also a port and may be used to engage targets.**
For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**
If the carbine DMT is missed from shooting area 1, the competitor has the option to re-load the carbine, then remove the magazine again and re-attempt the shot (as many times as desired) - as long as the full DMT procedure is followed.
Failing to execute the DMT procedure:
• Failing to drop your magazine before engaging the DMT will result in the RO telling you to “SHOW CLEAR” your carbine on the clock, where you must remove any magazine, eject any round in the chamber, and pull the trigger while pointed in a safe direction (similar to the standard unload procedure at the end of the stage). • Only at this point will the RO confirm “CLEAR” and allow you to sling the unloaded inert carbine and proceed with the handgun. • The time it takes for the RO to confirm that the carbine is clear is your penalty for failing to follow instructions, and not grounds for a reshoot.
The DMT is only considered engaged and/or hit if shot at with no magazine inserted in the carbine.
The port wall is completely outside the shooting area and may not be used for support.
Going prone with a holstered handgun will result in a **stage DQ** (Rule 9.12).

UNRIVALED

Map is presented on next page.

PCSL CHAMPIONSHIP

UNRIVALED

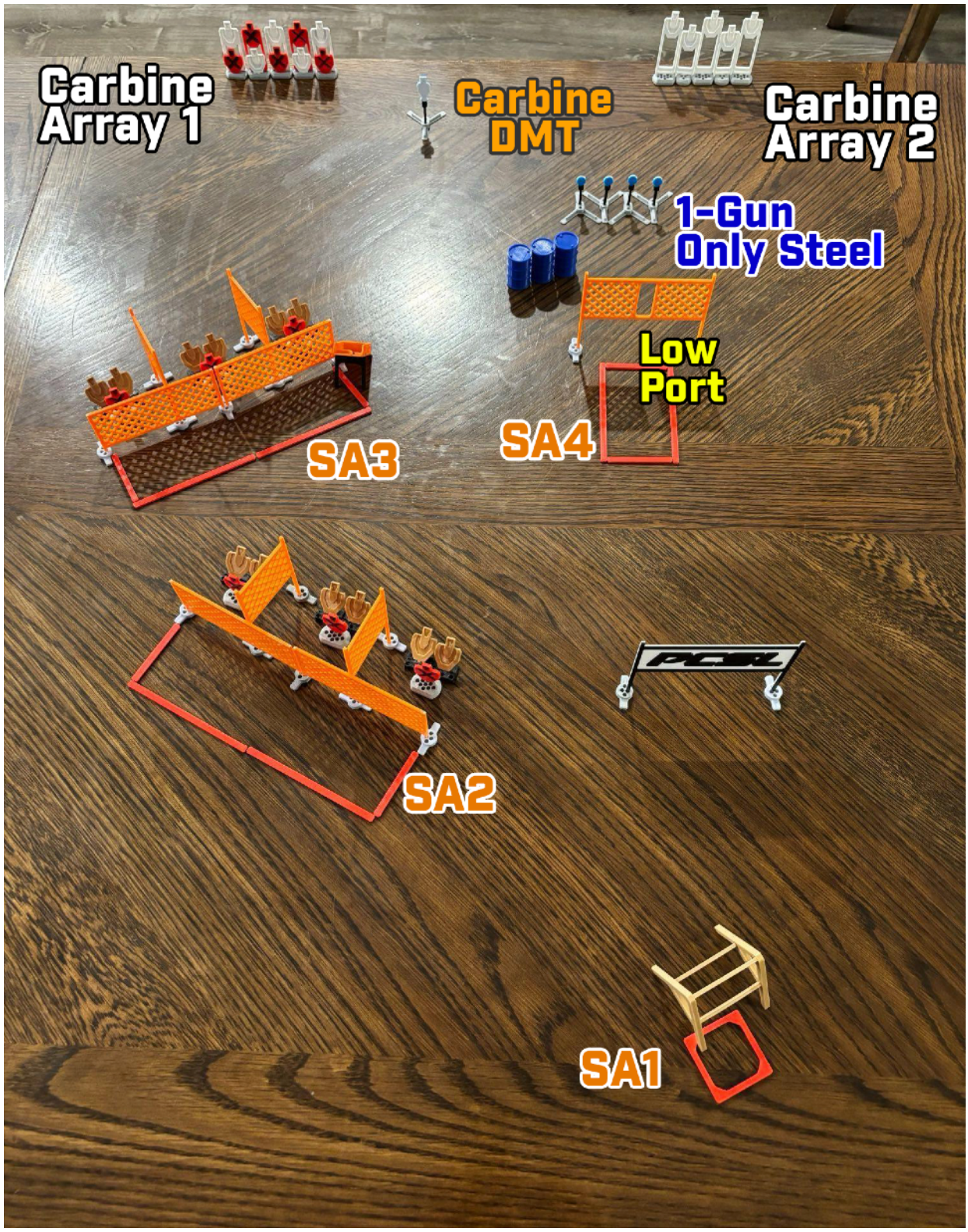
STAGE 9

2-GUN

Match Points Available:
245

Par Time:
120 sec

Location:
BAY 24



UNRIVALED

Designed by:
Max Leograndis

PCSL CHAMPIONSHIP

RUN FOR GOLD

STAGE 10

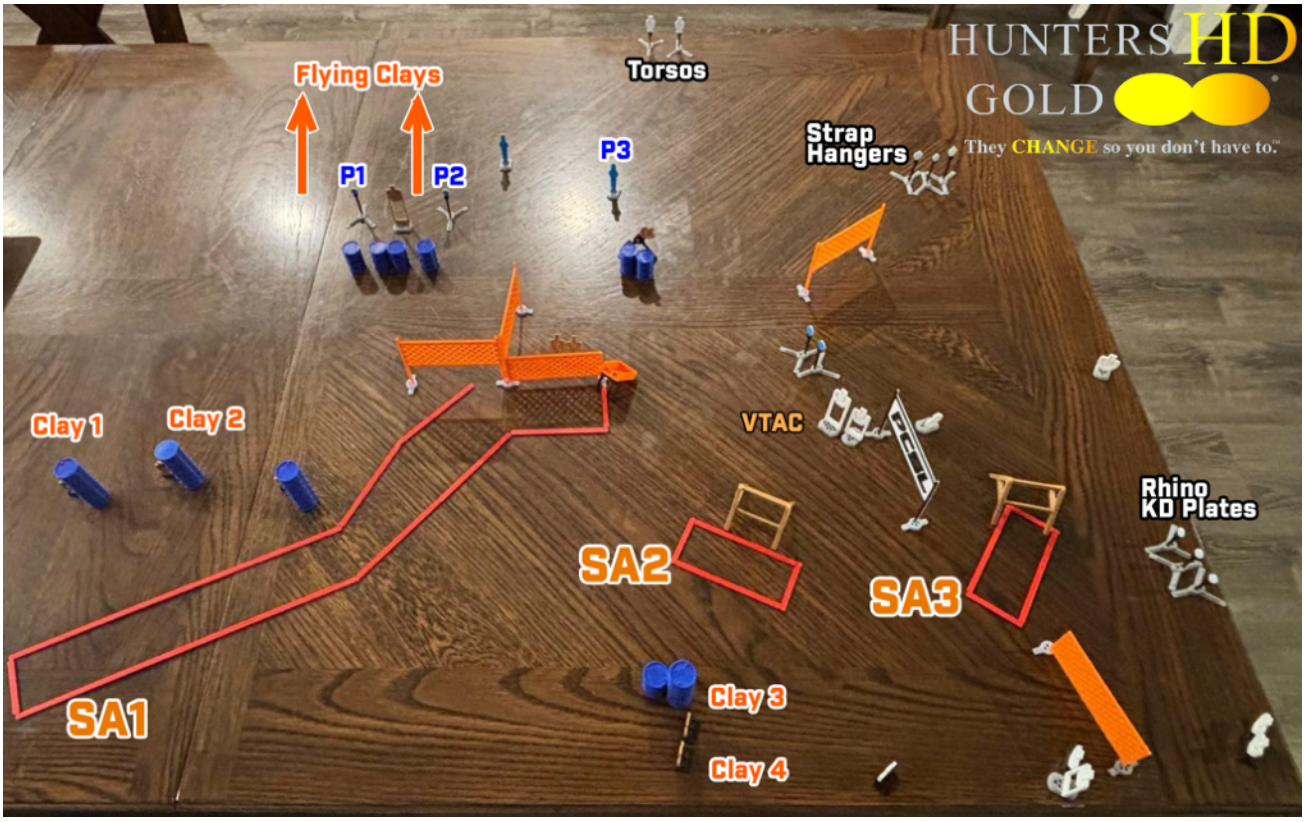
2-GUN

Match Points Available:
300

Par Time:
120 sec

Location:
Natural Terrain Zone B West

Designed by:
Jason Wood
Max Leograndis



Round Count & Targets:	Carbine: 26, 9 Paper, 8 Steel	Handgun: 30, 9 Paper, 6 Steel, 6 Clays

Start Position:	**Competitor:** Standing inside shooting area 1 with both feet touching rear fault line.
	Carbine: Loaded, staged in dump box.
	Handgun: Loaded and holstered. Wrists below belt.

Procedure:	Engage all handgun targets from within shooting area 1 only, THEN:
	Abandon handgun in dump box (mandatory - no option to re-holster), THEN:
	Engage all carbine targets from within shooting areas 2 and 3 as follows:
	• 2 steel torsos engaged through any **port** (not shelf) of the VTAC barricade.
	• 3 Rhino KD plates engaged from shooting area 2 only (50yd safe distance minimum).
	• 3 rubber strap hanging plates from shooting area 3 only.

Activated Targets:	Poppers P1 and P2 each launch a flying handgun clay. Both flying handgun clays are **bonus targets** worth **15 points each**, and **do not earn miss or failure to engage penalties.**
	Popper P3 activates both the swinging handgun paper target and pop-up handgun paper target.

Safety Notes:	For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**



SUPER 6 SHOOT-OFF

The Super Six Shoot-Off is an elimination style event that requires the top competitors to repeat their performance on the three featured stages from the main match in an extremely high pressure environment with a full audience of spectators.

This style of shoot-off allows spectators a unique opportunity to watch the best performers in the match shoot the same courses of fire that they just shot in the event. Rather than simply enjoying the excitement of a head to head race, spectators will witness the speed and nuance that the shoot-off contestants execute on the exact format of stage that the challenge of the PCSL Championship is based on.

This year's Super Six will consist of the top six finishers in both 2-Gun divisions: Practical and Competition, and the top four lady 2-gunners.

Super Six competitors will start with an official stage brief and walkthrough period on Stage 3: Imperium Roots. All contestants will shoot the stage **in the reverse order that they placed in the match.** This shooting order brings in an element of seeding since shooting after other competitors can be an advantage. Shooting later in the order means it becomes clear what minimum level of performance is needed to advance.

After all competitors shoot Stage 3, the **bottom two scores** will be eliminated in both 2-Gun divisions, and the **bottom score** will be eliminated in the ladies category.





SUPER 6 SHOOT-OFF

The remaining competitors will move to Stage 2: Dillon Precision, and repeat the process with another official stage brief and walkthrough. This time, contestants will shoot in reverse order of their scores **from the first shoot-off stage.**

When all competitors have shot Stage 2, the bottom two scores will be eliminated again in both 2-Gun divisions, and the bottom score in the ladies category, resulting in **two competitors left** in each division.

The final two competitors will then face off on the final stage sponsored by Surefire. But this time, the top finisher from stage 2 **gets to decide** who goes first or second. Will the competitor decide to leverage their momentum and shoot first, putting an even greater amount of pressure on their rival? Or will they play it safe and decide to shoot second - waiting to see if any mistakes are made - allowing them to cruise to a victory?

After one last official stage brief and walkthrough, the final two competitors in each division will get one shot at the stage to earn the title of Super Six Champion.

The Super Six Shoot-Off is scheduled to begin immediately following the awards ceremony on Sunday, and should last about 3 hours. It's definitely an experience worth staying for. We look forward to seeing you there!





VUDOO
GUN WORKS



PCSL CHAMPIONSHIP

CHALLENGE STAGE

Sponsored by: JP and VUDOO

STAGE CH

2-GUN

Match Points Available:
N/A

Par Time:
N/A

Location:
BAY 22



VUDOO GUN WORKS

JP ENTERPRISES PERFORMANCE FIREARMS

AMMO PROVIDED BY:

SUPER VEL® Ammunition

HOLOSUN

Round Count & Targets:	Carbine: 15, 6 Paper, 3 Steel	Handgun: 15, 6 Paper, 3 Steel

Start Position:	**Competitor:** Standing inside shooting area 1 with both feet touching rear fault line.
	JP-5 PCC: Loaded, held with stock touching belt.
	Vudoo Priest Handgun: Loaded, safety on, staged on table with trigger guard over mark, muzzle squarely downrange.
Procedure:	Engage all PCC targets from shooting area 1. Abandon PCC in dump box. Engage all handgun targets from shooting area 2.

Designed by:
Max Leograndis


JP ENTERPRISES
PERFORMANCE FIREARMS
JP™

PCSL

PRACTICAL COMPETITION SHOOTING LEAGUE

1-GUN



PCSL CHAMPIONSHIP

SUREFIRE

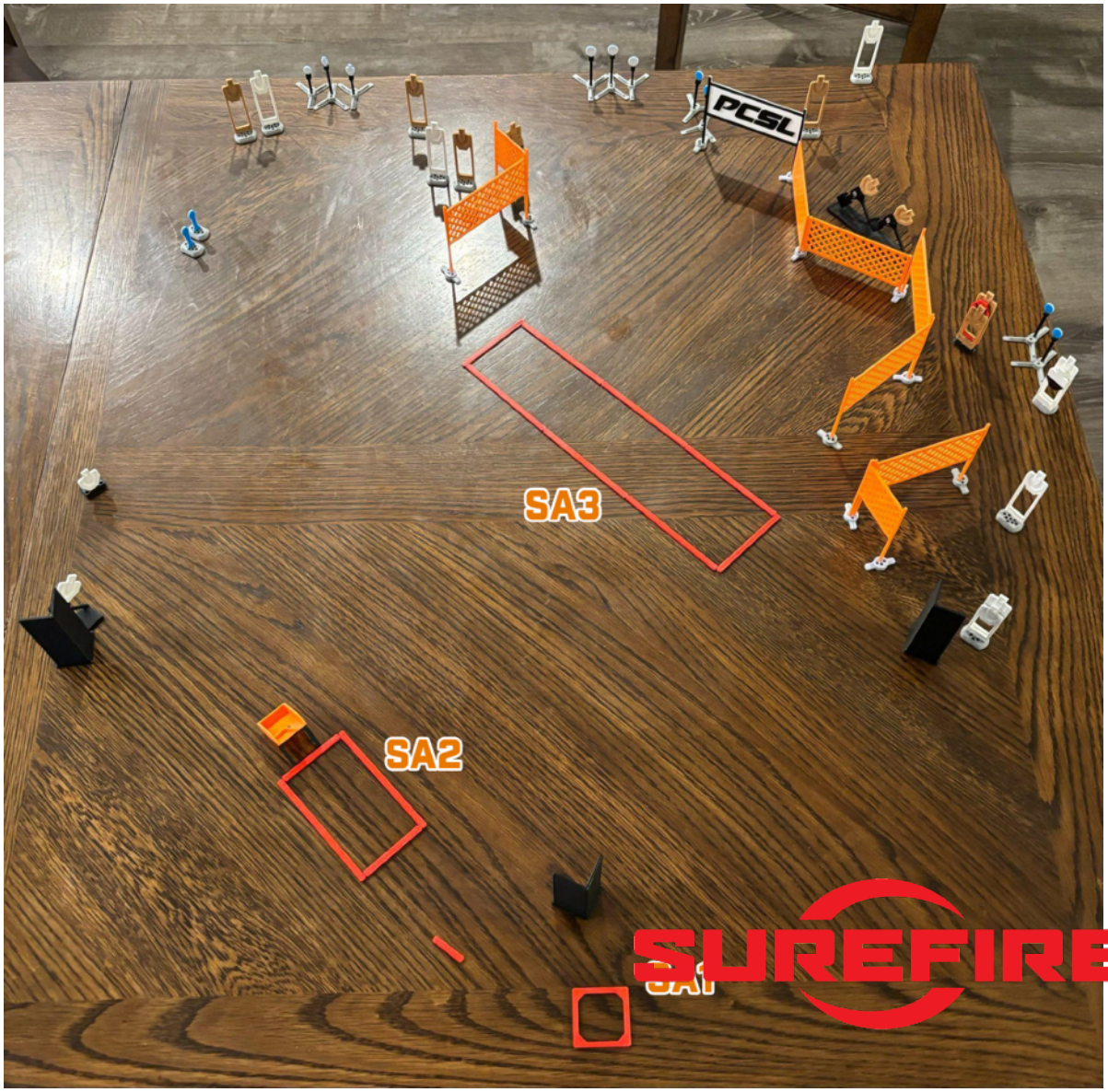
STAGE 1

1-GUN

Match Points Available:
150

Par Time:
120 sec

Location:
BAY 9



Round Count & Targets:	30 Rounds	12 Paper, 6 Steel

Start Position:	**Competitor:** Standing in shooting area 1
	Handgun: Loaded and holstered. Wrists below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage all targets from within shooting areas 2 or 3 only.

Activated Targets:	Stomp pedal activates the **Holy Monkey** swinger
	Ripper plate activates both handgun swingers
	Targets must be activated before engaging.
	Failing to activate target before engaging will result in one procedural penalty per shot fired at the target prior to engagement

Safety Notes:	For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**

Designed by:
Jason Wood

PCSL CHAMPIONSHIP

DILLON PRECISION

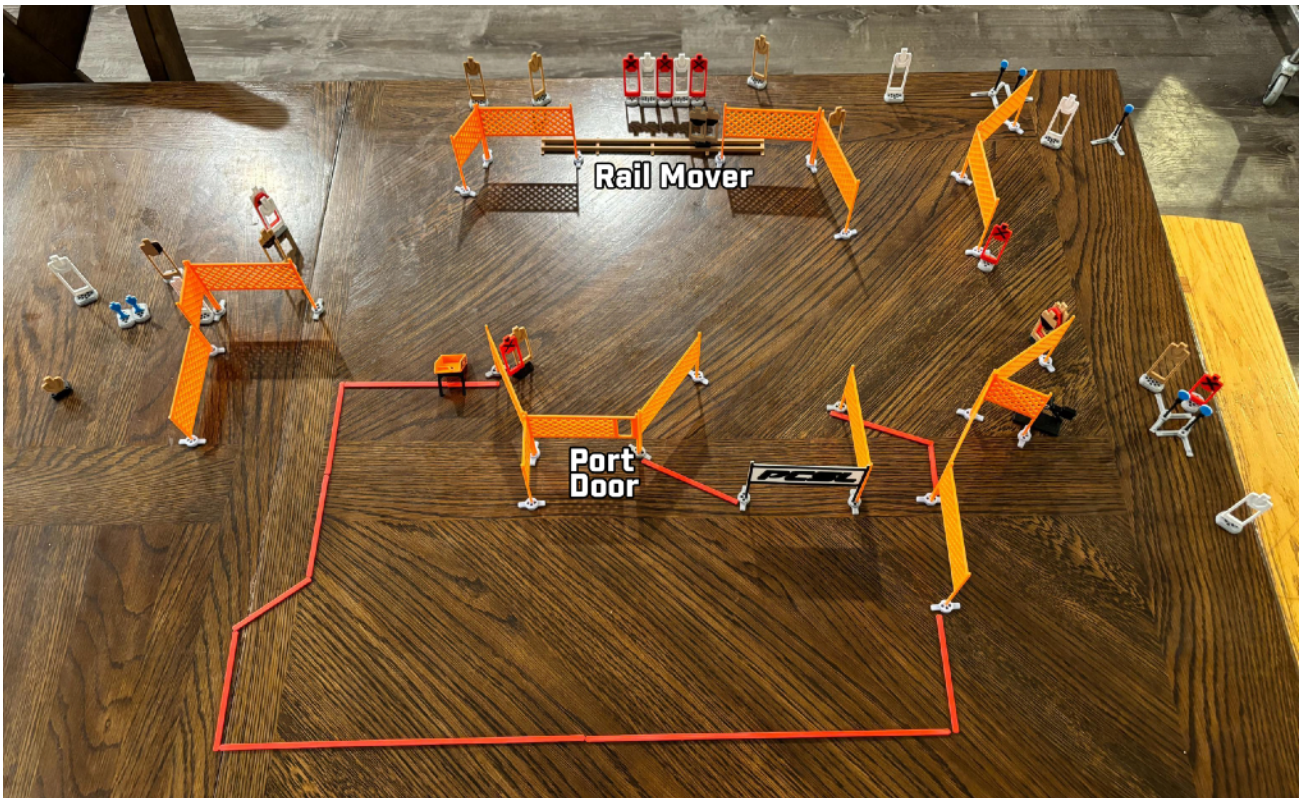
STAGE 2

1-GUN

Match Points Available:
165

Par Time:
120 sec

Location:
BAY 10



Round Count & Targets:	33 Rounds	13 Paper, 7 Steel

Start Position:	**Competitor:** Standing with both feet touching start stick
	Handgun: Loaded and holstered. Wrists below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage all targets from within the shooting area.

Activated Targets:	Opening the port door activates the *rail mover* which holds two handgun paper targets.

Notes:	Shoot-throughs that travel through scoring targets **will count for score** on other scoring targets that are positioned in a different plane (separate target stand).

Designed by:
Jason Wood
Max Leograndis

Dillon PRECISION

PCSL CHAMPIONSHIP

IMPERIUM ROOTS

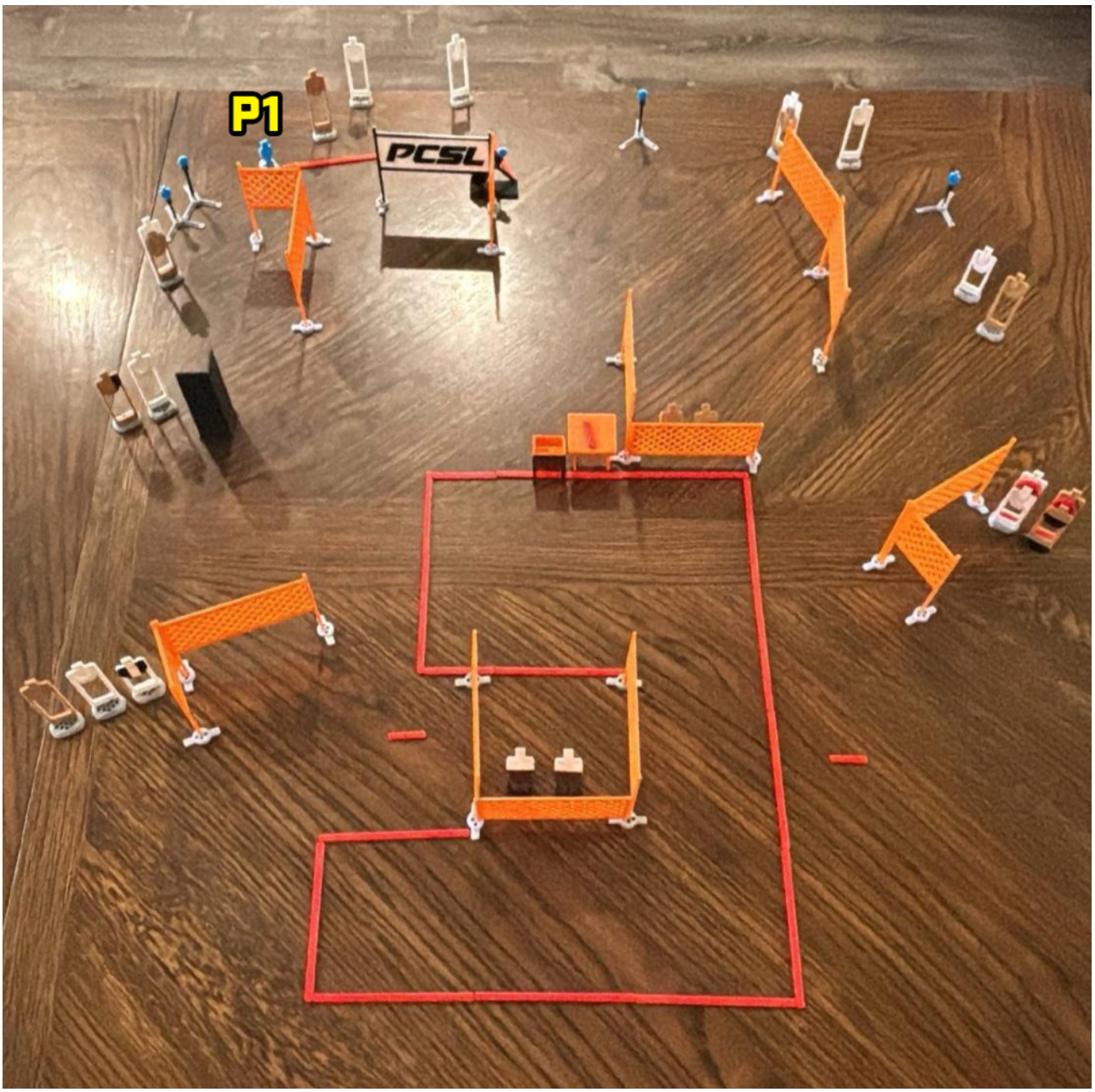
STAGE 3

1-GUN

Match Points Available:
130

Par Time:
120 sec

Location:
BAY 11



Round Count & Targets:	26 Rounds	10 Paper, 6 Steel

Start Position:	**Competitor:** Standing with both feet touching either start stick
	Handgun: Loaded and holstered. Wrists below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage all targets from within the shooting area.

Activated Targets:	Popper P1 activates the steel handgun plate swinger.

Designed by:
Jason Wood
Max Leograndis

IMPERIUM ROOTS

PCSL CHAMPIONSHIP

CLASSIFIER 24-F1
"Maxcellerator"

STAGE 4

1-GUN

Match Points Available: 140

Par Time: N/A

Location: BAY 19

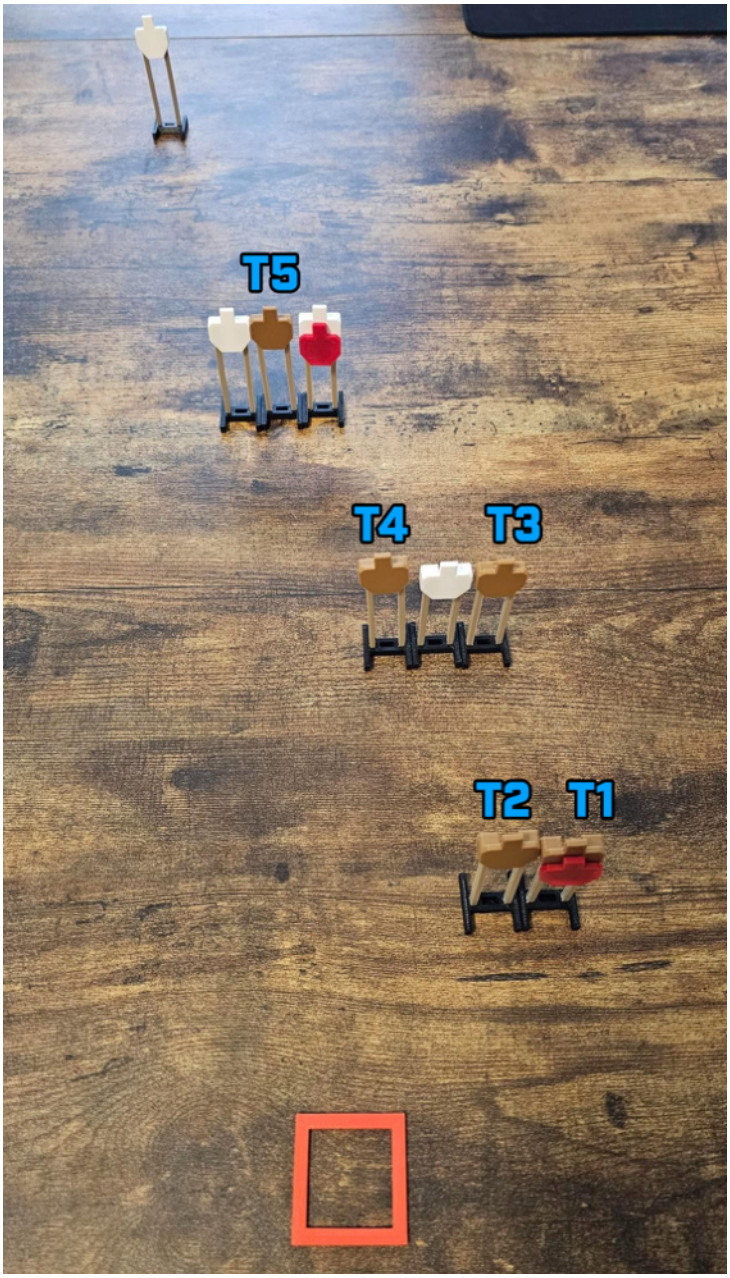
Designed by: Max Leograndis

Round Count and Targets:
18 Rounds
5 Paper

Competitor start position for all strings:
Standing inside shooting box.

STRING 1
Firearm Start Conditions:
• **Handgun:** Loaded and holstered. Wrists below belt.
• **PCC:** Loaded, held with stock touching belt.
Procedure: Engage T5, T4, and T2 with up to 2 rounds each, perform a mandatory reload, then re-engage T5, T4, and T2 with up to 2 rounds each.

STRING 2
Firearm Start Conditions:
• **Handgun:** Loaded and holstered. Wrists below belt.
• **PCC:** Loaded, held with stock touching belt.
Procedure: Engage **either** T1 with up to 2 rounds, **or** T3 with up to 4 rounds, **strong hand only (PCC: freestyle)**, perform a mandatory reload and engage the remaining target with its corresponding maximum round count **weak hand only (PCC: weak side only).**



TARAN TACTICAL INNOVATIONS

Stage 7 Continued onto next page…

PCSL CHAMPIONSHIP

CLASSIFIER 24-F1
"Maxcellerator"

STAGE 4

1-GUN

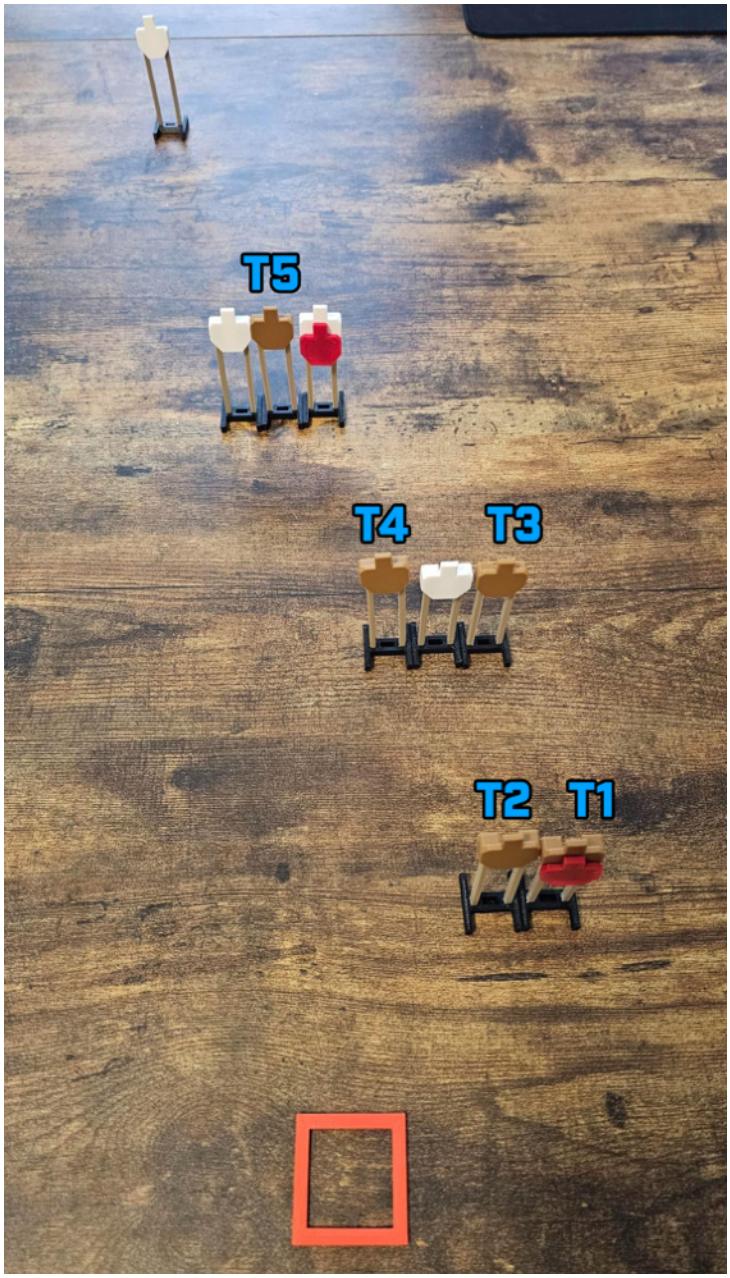
Match Points Available:
140

Par Time:
N/A

Location:
BAY 19

Designed by:
Max Leograndis

TARGET SCORING:
No target earns miss penalties (all missing shots scored NPM).
Targets **not engaged** with at least **one round in each** defined shooting segment of the strings will incur **one Failure to Engage (FTE)** procedural per occurrence.
Shots fired at each target above that target's stated maximum engagement will each earn **one extra** shot procedural.
Hits on target above the stated maximum engagement for that target will each earn one **extra hit** procedural.
Shots fired at an incorrect target per the defined engagement will earn **one procedural per shot.**
Scoring zone hits earn the standard amount (K=10, A=5, C=3, D=1).
Maximum points earned per target are the following:
• **T1:** 20 Points
• **T2-T5:** 30 Points each



TARAN TACTICAL INNOVATIONS

Stage 7 Continued from previous page.

PCSL CHAMPIONSHIP

CLASSIFIER 24-D1
"Momentum"

STAGE 5

1-GUN

Match Points Available:
70

Par Time:
N/A

Location:
BAY 20



Round Count & Targets:	14 Rounds	7 Paper

Start Position:	**Competitor:** Standing with both feet touching start stick.
	Handgun: Loaded and holstered. Wrists below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage all targets from within either shooting area.

Designed by:
Jason Wood

PCSL CHAMPIONSHIP

HOLOSUN'S CASTLE

STAGE 6

1-GUN

Match Points Available:

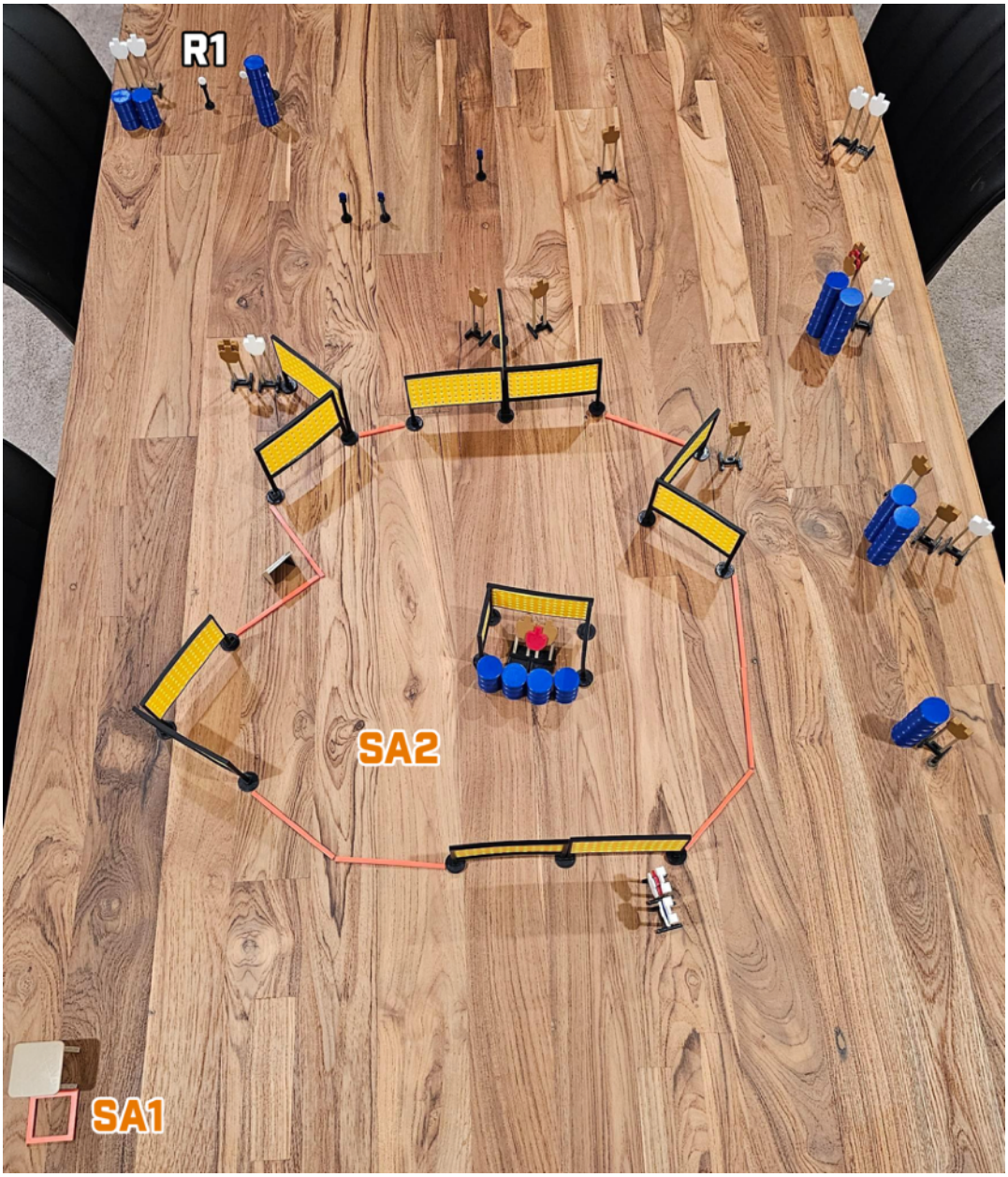
175

Par Time:

120 sec

Location:

BAY 14



Round Count & Targets:	35 Rounds	16 Paper, 3 Steel

Start Position:	**Competitor:** Standing anywhere inside shooting area 1.
	Handgun: Loaded and holstered. Wrist below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage all targets from within either shooting area.

Safety Notes:	For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**

Designed by:
Jason Wood
Max Leograndis

HOLOSUN

PCSL CHAMPIONSHIP

CLASSIFIER 24-F2

"CONTROL"

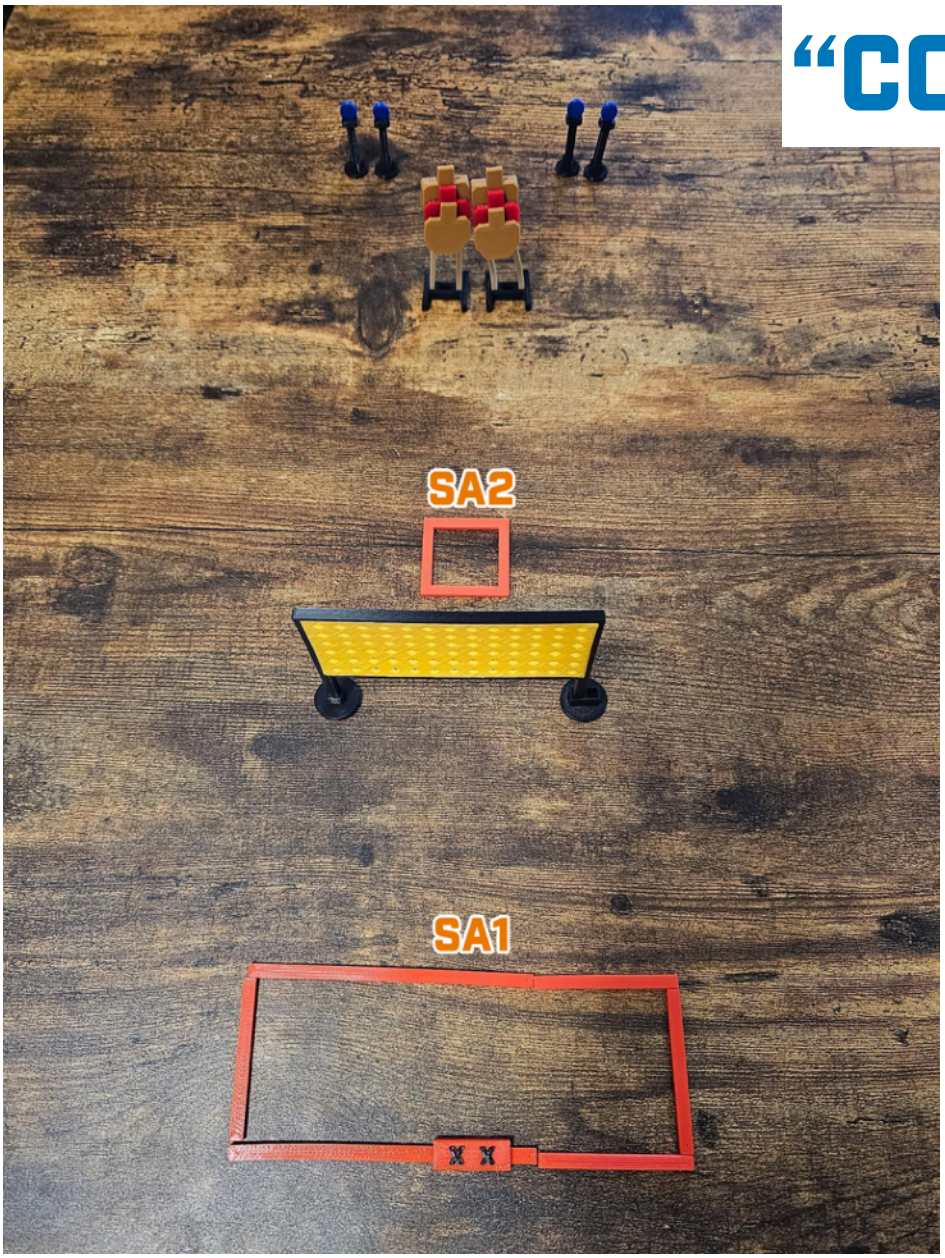
STAGE 7

1-GUN

Match Points Available: 60

Par Time: N/A

Location: BAY 15



L.A.G. TACTICAL

Round Count & Targets:	12 Rounds	4 Paper, 4 Steel

Start Position:	**Competitor:** Standing with both feet touching start stick.
	Handgun: Loaded and holstered. Wrist below belt.
	PCC: Loaded, held with stock touching belt.
Procedure & Extra Requirements:	Engage targets as follows:
	• All handgun steel from Shooting Area 1.
	• All handgun paper from Shooting Area 2.
	• One mandatory reload is required between the first and last shot fired with each firearm. **Failure to perform a mandatory reload will result in 3 procedurals assigned per firearm not reloaded.**

Designed by: Max Leograndis

PCSL CHAMPIONSHIP

CLASSIFIER 24-D2
"CORRIDORS"

STAGE 8

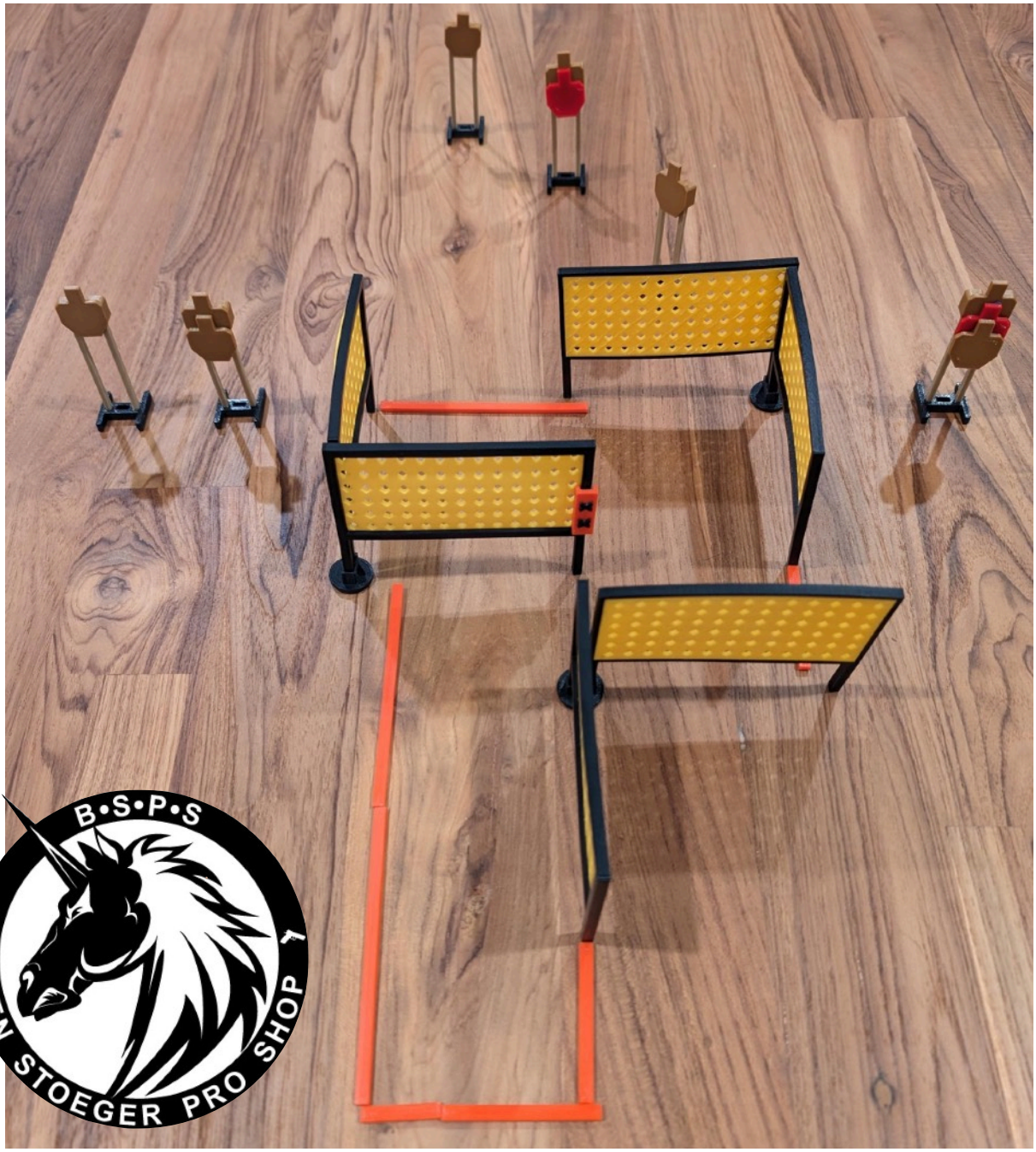
1-GUN

Match Points Available:
80

Par Time:
N/A

Location:
BAY 16

Designed by:
Max Leograndis



Round Count & Targets:	16 Rounds	8 Paper

Start Position:	**Competitor:** Standing anywhere inside the shooting area.
	Handgun: Loaded and holstered. Both hands touching mark on wall.
	PCC: Loaded, held with muzzle touching start mark.

Procedure & Extra Requirements:	Engage all targets from within the shooting area.
	• One of the three arrays must be engaged **weak hand only.**

PCSL CHAMPIONSHIP

UNRIVALED

STAGE 9

1-GUN

Match Points Available:
155

Par Time:
120 sec

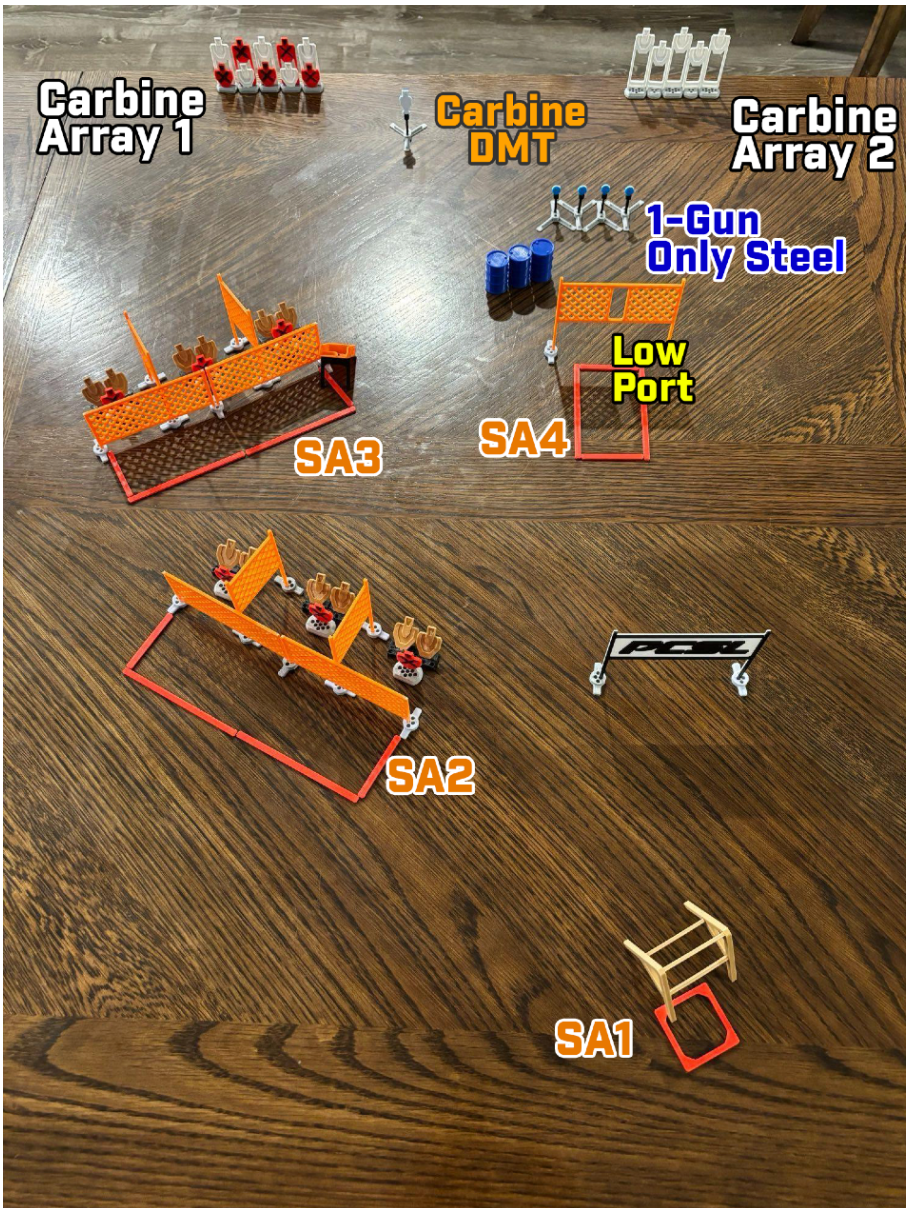
Location:
BAY 24

Designed by:
Max Leograndis

Round Count and Targets:
29 Rounds
12 Paper, 5 Steel

Start Position:
Competitor: Standing with both feet touching start stick.
Handgun: Loaded and holstered. Wrist below belt.
PCC: Completely unloaded with bolt forward, held with stock touching belt.

Procedure & Extra Requirements:
Engage all handgun targets from within shooting areas 2, 3, or 4 only.
The carbine DMT may be engaged a single time from any of the three shooting areas, and **is a bonus target worth 15 points, and does not earn miss or failure to engage penalties.** Magazine **does not** need to be removed before engaging the carbine DMT.
The 4 hanging static plates **may only be engaged under the wall** from shooting area 4.



Notes:
For RO and competitor safety, after competitor enters a new shooting area, they **may not return to any previous shooting area.**

UNRIVALED

PCSL CHAMPIONSHIP

RUN FOR GOLD

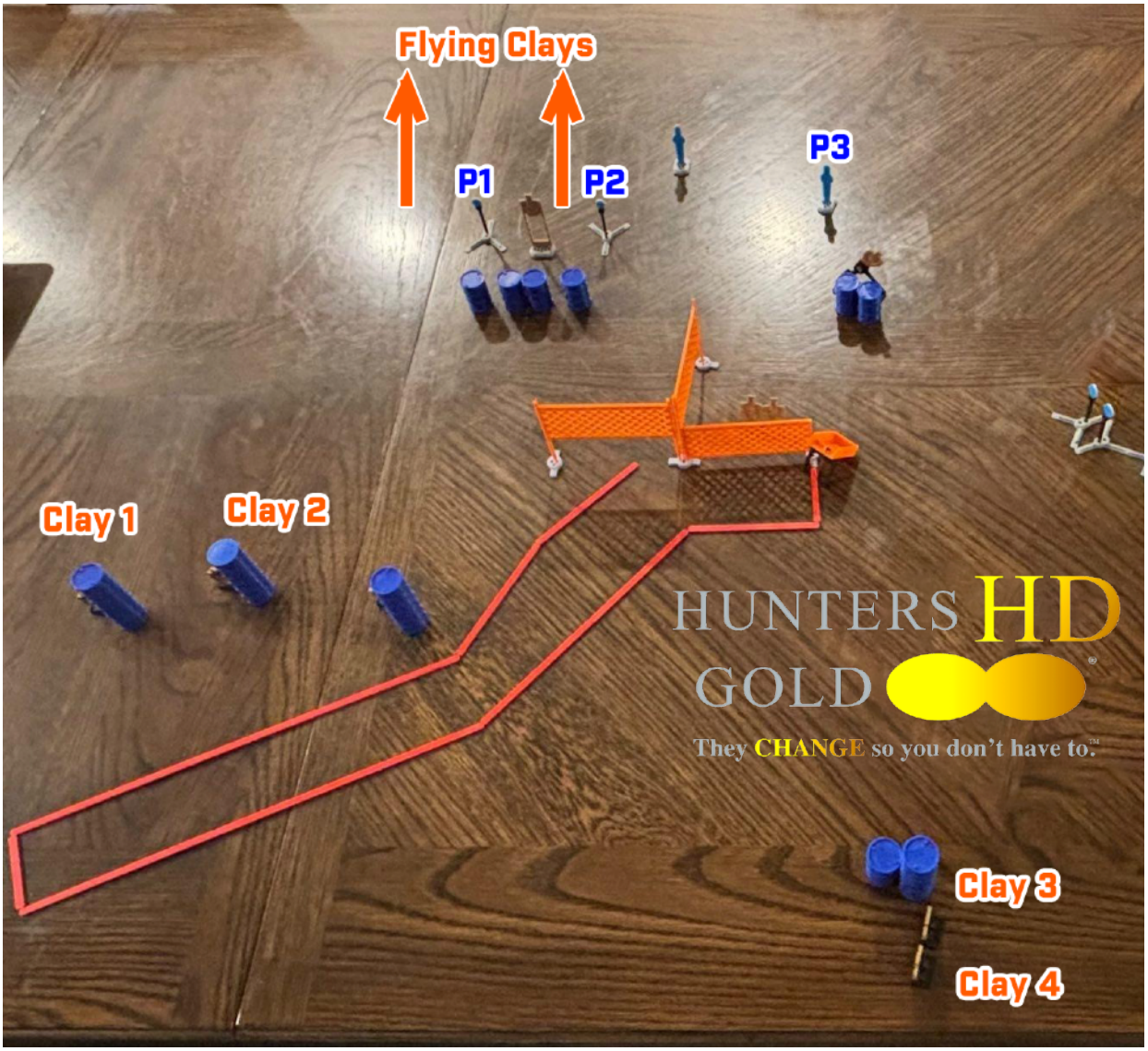
STAGE 10

1-GUN

Match Points Available:
170

Par Time:
120 sec

Location:
Natural Terrain
Zone B West



Round Count & Targets:	30 Rounds	9 Paper, 6 Steel, 6 Clays

Start Position:	**Competitor:** Standing inside shooting area 1 with both feet touching rear fault line.
	Handgun: Loaded and Holstered. Wrist below belt.
	PCC: Loaded, held with stock touching belt.

Procedure & Extra Requirements	Engage all handgun targets from within shooting area 1 only.

Activated Targets:	Poppers P1 and P2 each launch a flying handgun clay. Both flying handgun clays are **bonus targets** worth **15 points each**, and **do not earn miss or failure to engage penalties.**
	Popper P3 activates both the swinging handgun paper target and pop-up handgun paper target.

Designed by:
Jason Wood
Max Leograndis

THANK YOU FOR TAKING PART IN THE FUTURE OF COMPETITION SHOOTING

- THE PCSL TEAM



PCSL CHAMPIONSHIP 2023