PCSL

PRACTICAL COMPETITION SHOOTING LEAGUE

2-GUN



PCSL CHAMPIONSHIP

UNNATURAL TERRAIN

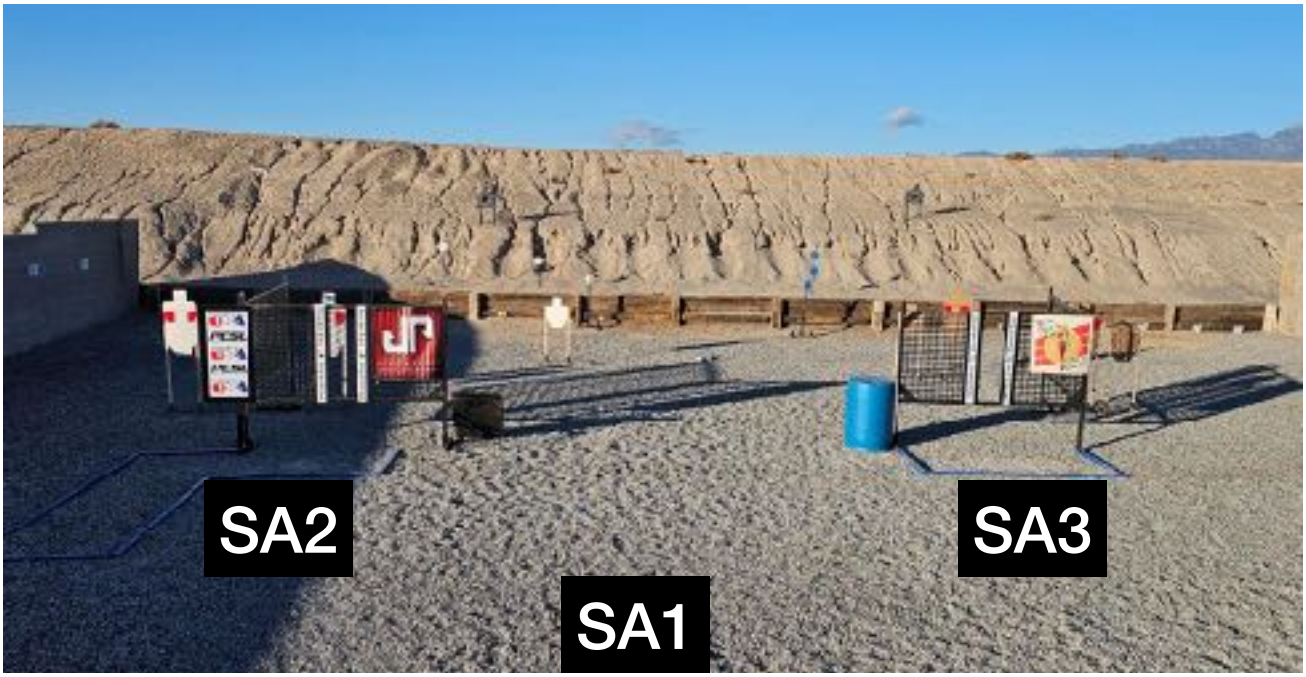
STAGE 1

2-GUN

Match Points Available:
295

Par Time:
N/A

Location:
BAY 22



Round Count & Targets:	Carbine: 34, 17 Paper	Handgun: 25, 5 Paper, 12 Falling Steel, 3 Static Steel

Start Position:	**Competitor:** Standing inside shooting area 1 with both feet touching start bar.
	Carbine: Loaded, held with stock touching belt.
	Handgun: Loaded and holstered.

Procedure:	Engage all carbine targets from shooting area 1. Port door activates butterfly swinger target. Abandon carbine in dump box. Engage all handgun targets from shooting areas 2 and 3. **Butterfly swinger must be activated before it is engaged. Failing to activate butterfly swinger before engaging it will result in 2 procedurals.**

Designed by:
Max Leograndis
Jason Wood

PCSL CHAMPIONSHIP

CLASSIFIER 24-D1
"Momentum"

STAGE 2

2-GUN

Match Points Available:

140

Par Time:

N/A

Location:

BAY 20



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 the shooting area.

Designed by:
Jason Wood

PCSL CHAMPIONSHIP

24-F1 MAXCELLERATOR

STAGE 3

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. ***Reloads must be completed with a magazine that originates from competitor's person.***

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.

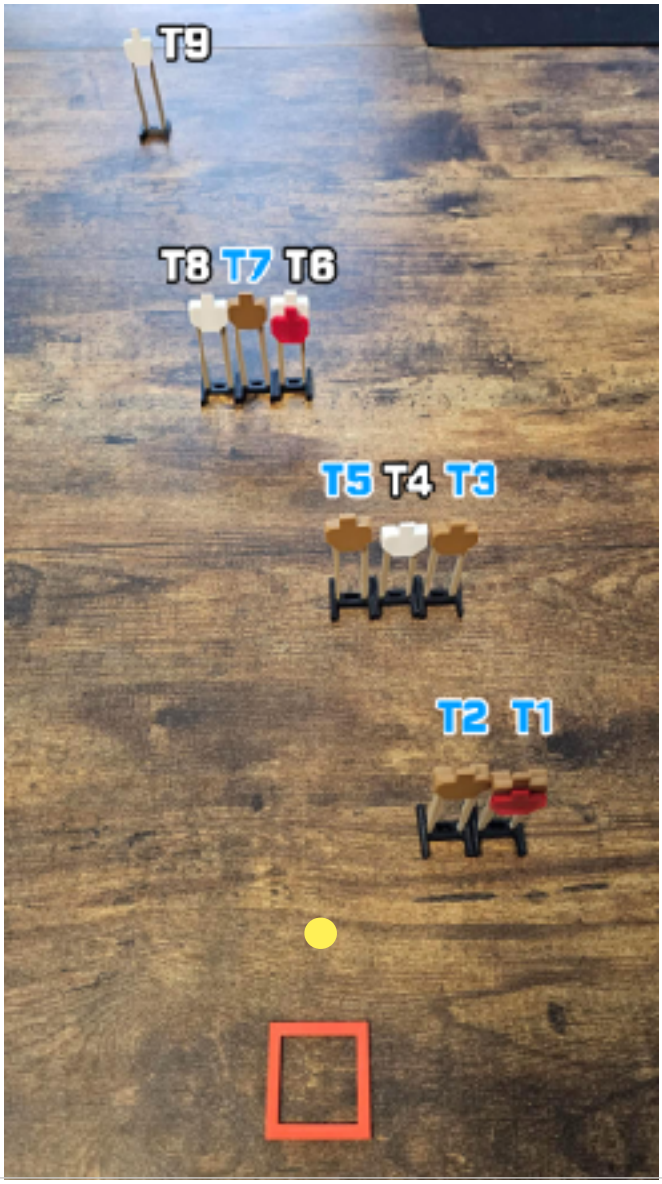
STRING 2

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

24-F1 MAXCELLERATOR

STAGE 3

2-GUN

Match Points Available:

240

Par Time:

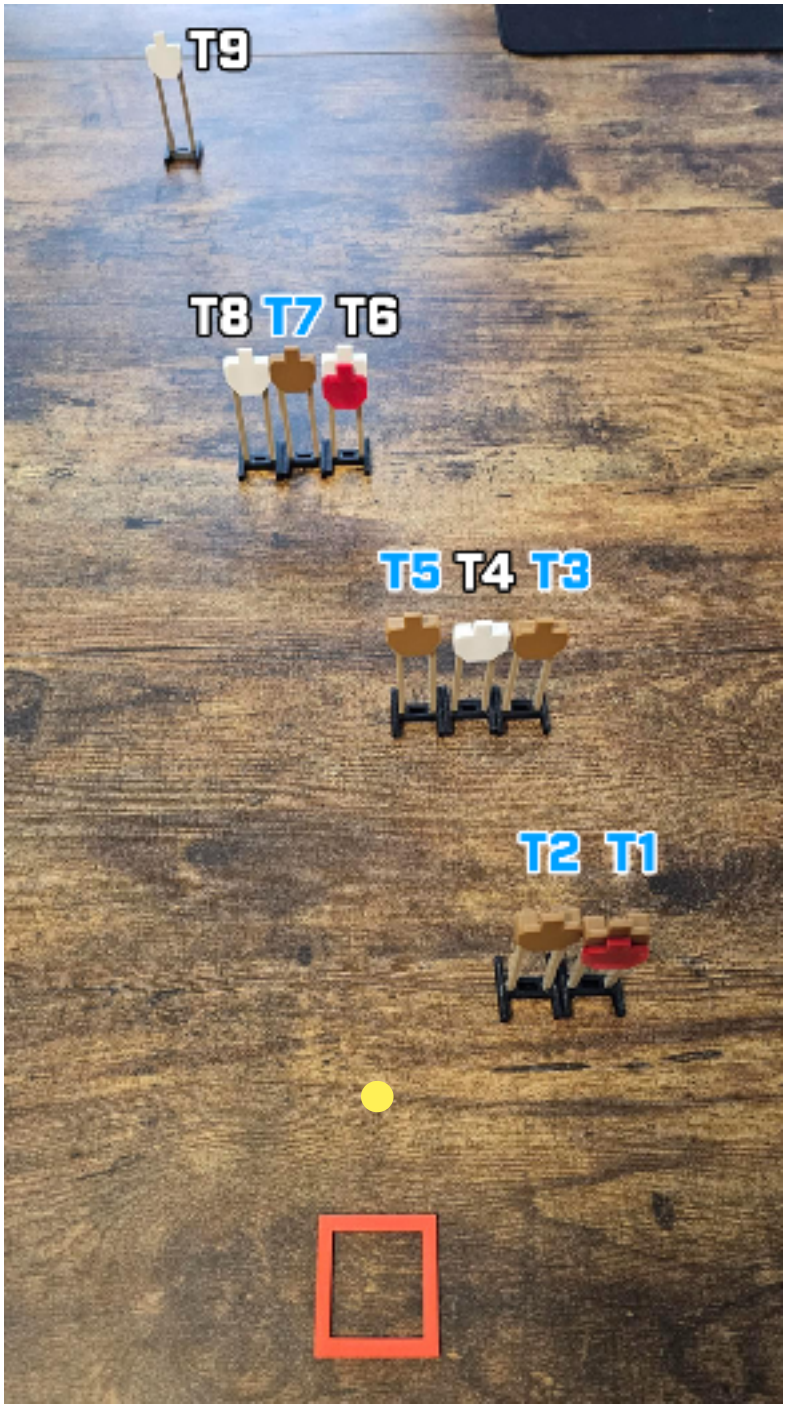
N/A

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.



Stage 7 Continued from previous page.

PCSL CHAMPIONSHIP

STAGE 4

2-GUN

Match Points Available:
200

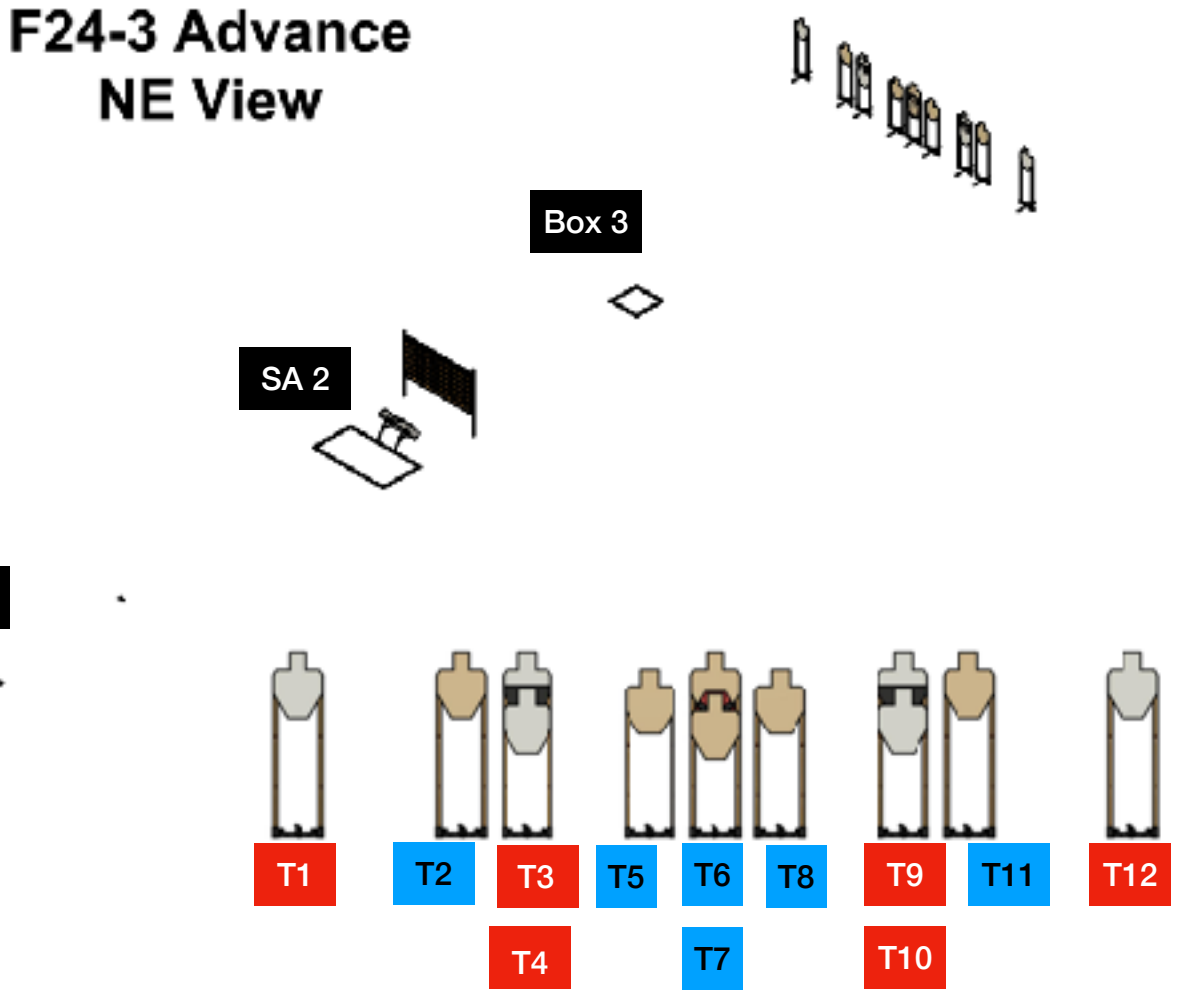
Par Time:
N/A

Location:
BAY 19

Designed by:
Max Leograndis

Round Count and Targets:
Carbine: 24 Rounds, 6 Paper
Handgun: 16 rounds, 6 Paper

24-F3 ADVANCE



STRING 1

Start Conditions:

- **Competitor:** Standing in Box 1
- **Carbine:** Loaded, held with muzzle aimed at mark.
- **Handgun:** Completely unloaded and holstered.

Procedure:

- From box 1, engage T1 and T12 with up to 4 rounds each.
- Then, from shooting area 2, in any order, engage T3 & T4 left side only (left shoulder/left hand on trigger), and T9 & T10 right side only (right shoulder/right hand on trigger), with up to 4 rounds each.

STRING 2

Start Conditions:

- **Competitor:** Standing in Shooting Area 2, wrists below belt.
- **Handgun:** Loaded and holstered.

Procedure:

- From shooting area 2, engage T2 and T11 with up to 4 rounds each.
- Then, from box 3, engage the set of four targets T5-T8 with up to 8 rounds total, **strong hand only**.

Special Scoring Notes:

- **No target earns miss penalties (all missing shots scored NPM).**
- **T5-T8 are worth 10 points each and scored best two hits.**
- **All remaining targets are worth 20 points each and scored best 4 hits.**
- **K Zone hits are input as 2 Alpha.**

PCSL CHAMPIONSHIP

24-D2 CORRIDORS

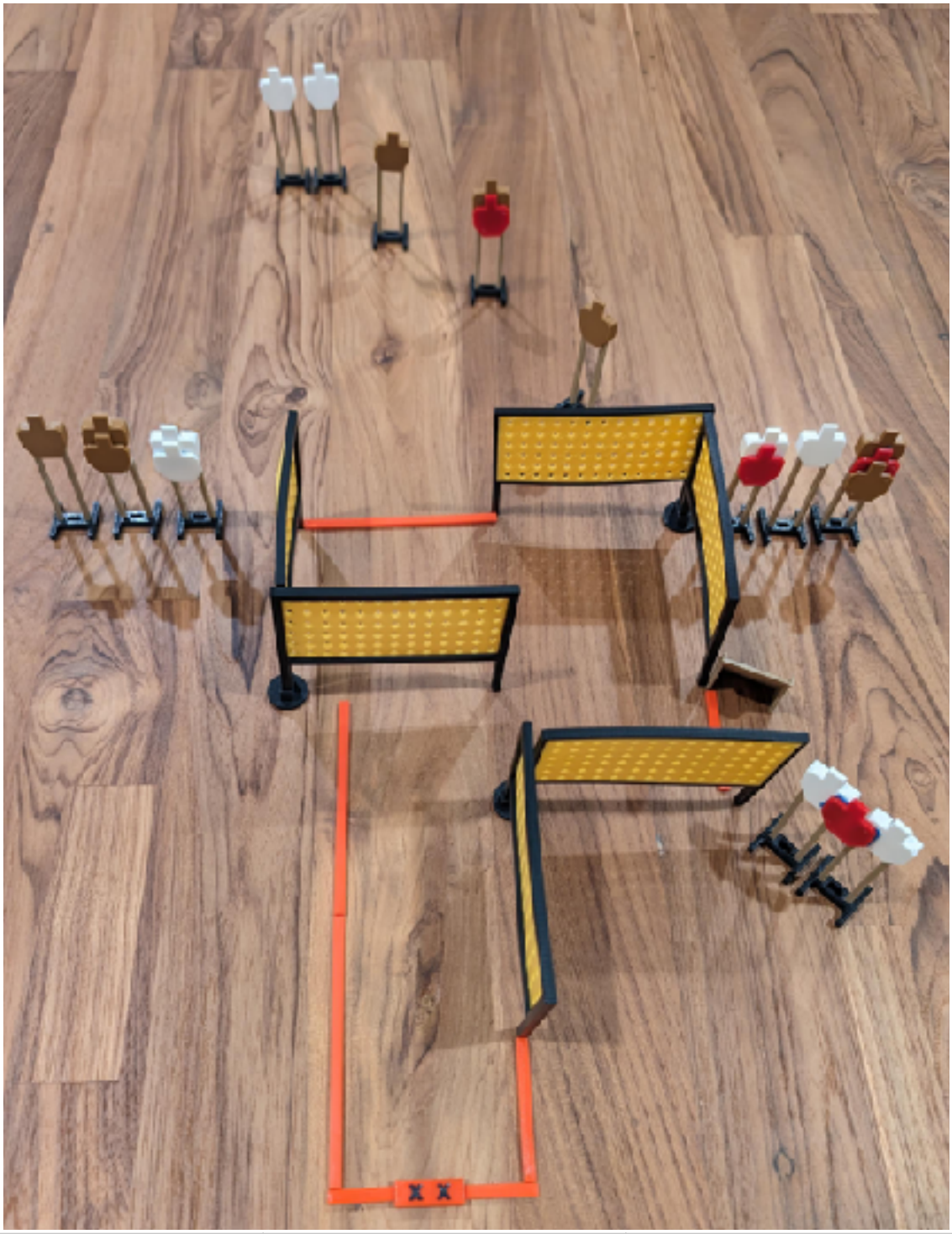
STAGE 5

2-GUN

Match Points Available:
160

Par Time:
N/A

Location:
BAY 16



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.

Designed by:
Max Leograndis

PCSL CHAMPIONSHIP

24-F2 CONTROL

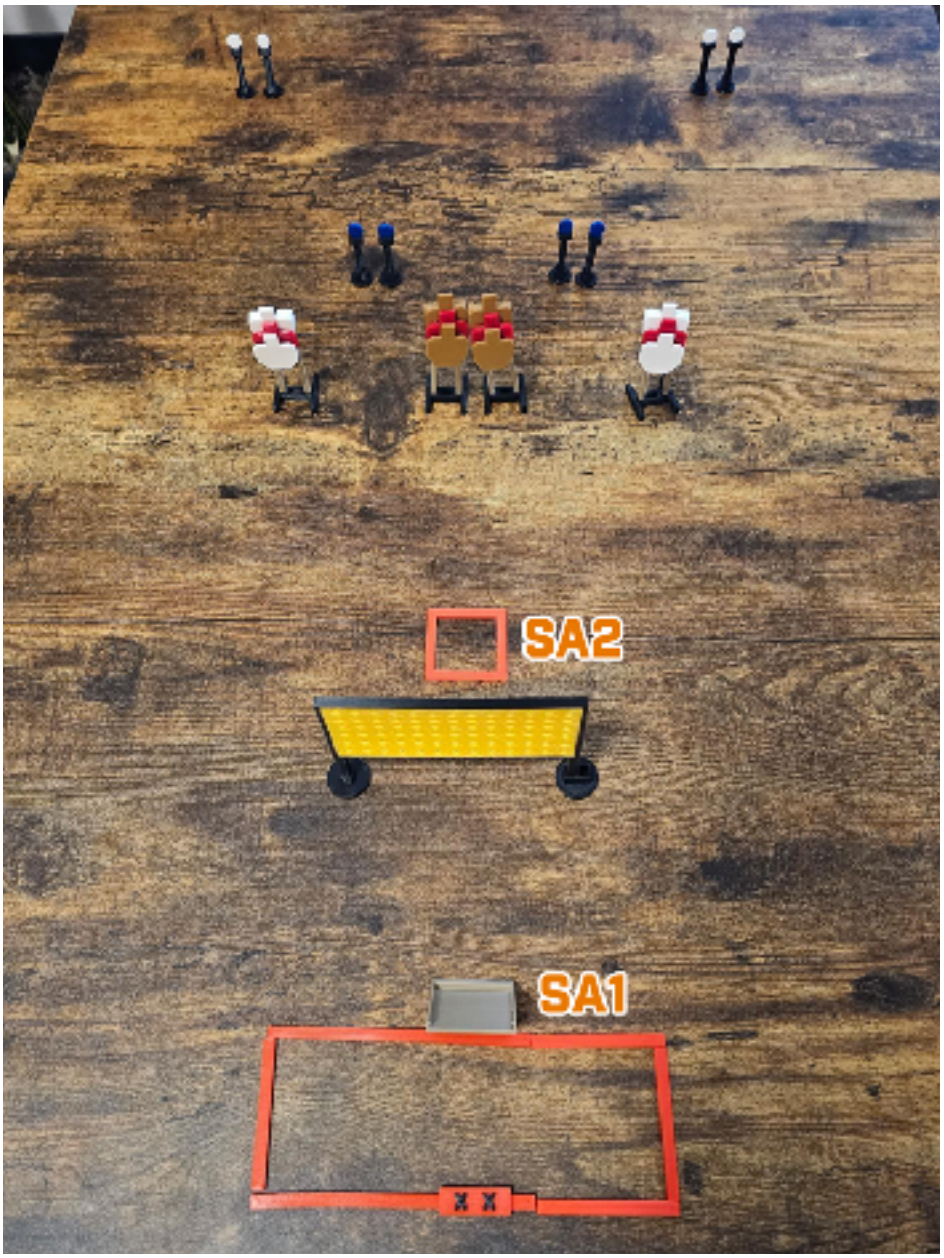
STAGE 6

2-GUN

Match Points Available:
120

Par Time:
N/A

Location:
BAY 15



Round Count & Targets:	Carbine: 12, 4 Paper, 4 Steel	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.** • **Reloads must be completed with a magazine that originates from competitor's person.**

Designed by:
Max Leograndis

PCSL CHAMPIONSHIP

HOLOSUN'S CASTLE 2.0

STAGE 7

2-GUN

Match Points Available:

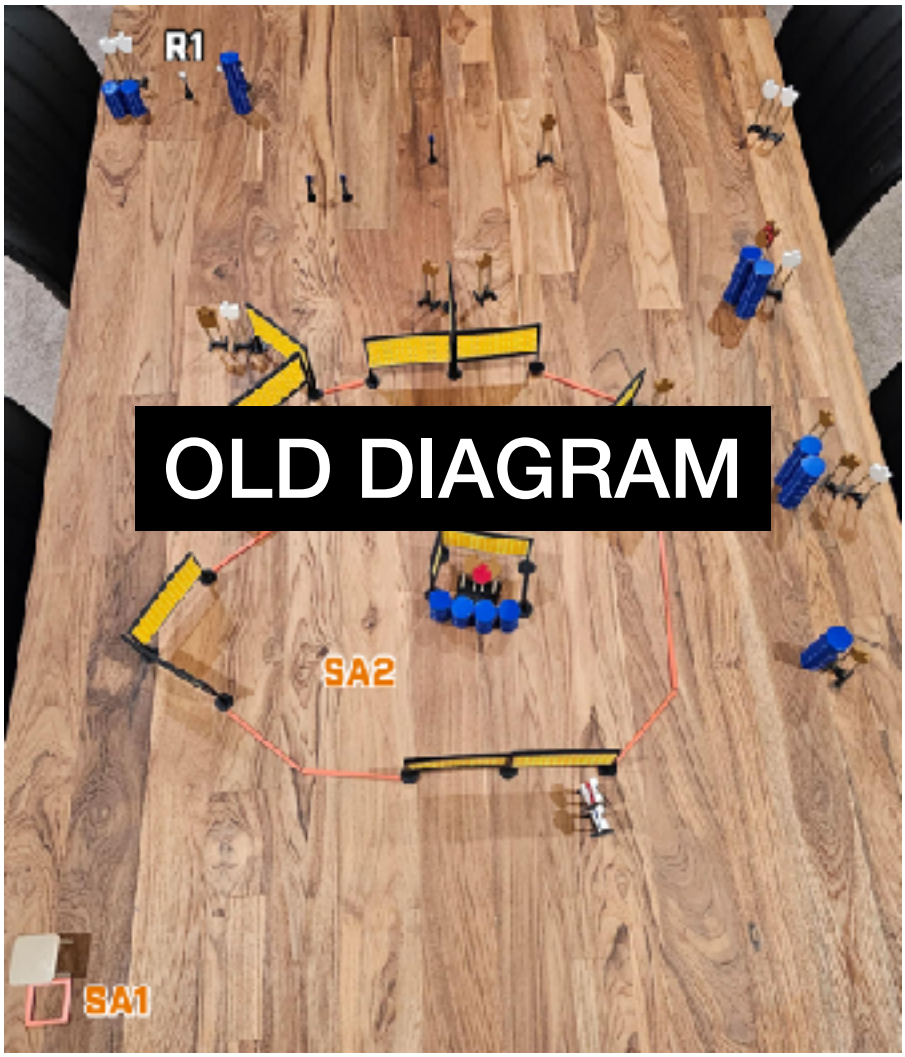
245

Par Time:

N/A

Location:

BAY 14



Round Count & Targets:	Carbine: 25, 12 Paper, 1 Steel	Handgun: 24, 5 Paper 14 Steel

Start Position:	**Competitor:** Standing anywhere inside shooting box behind barricade.
	Carbine: Loaded, muzzle touching barricade.
	Handgun: Loaded and holstered.
Procedure:	Engage all targets from within either shooting area.
Extra Requirements:	Carbine steel **and carbine swinger** may **only be engaged from shooting box**. The carbine steel is at the 50 yard safe distance when engaged from the shooting box.
Activated Targets:	Ripper R1 activates the carbine paper swinger.
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

24-D3 ARENA

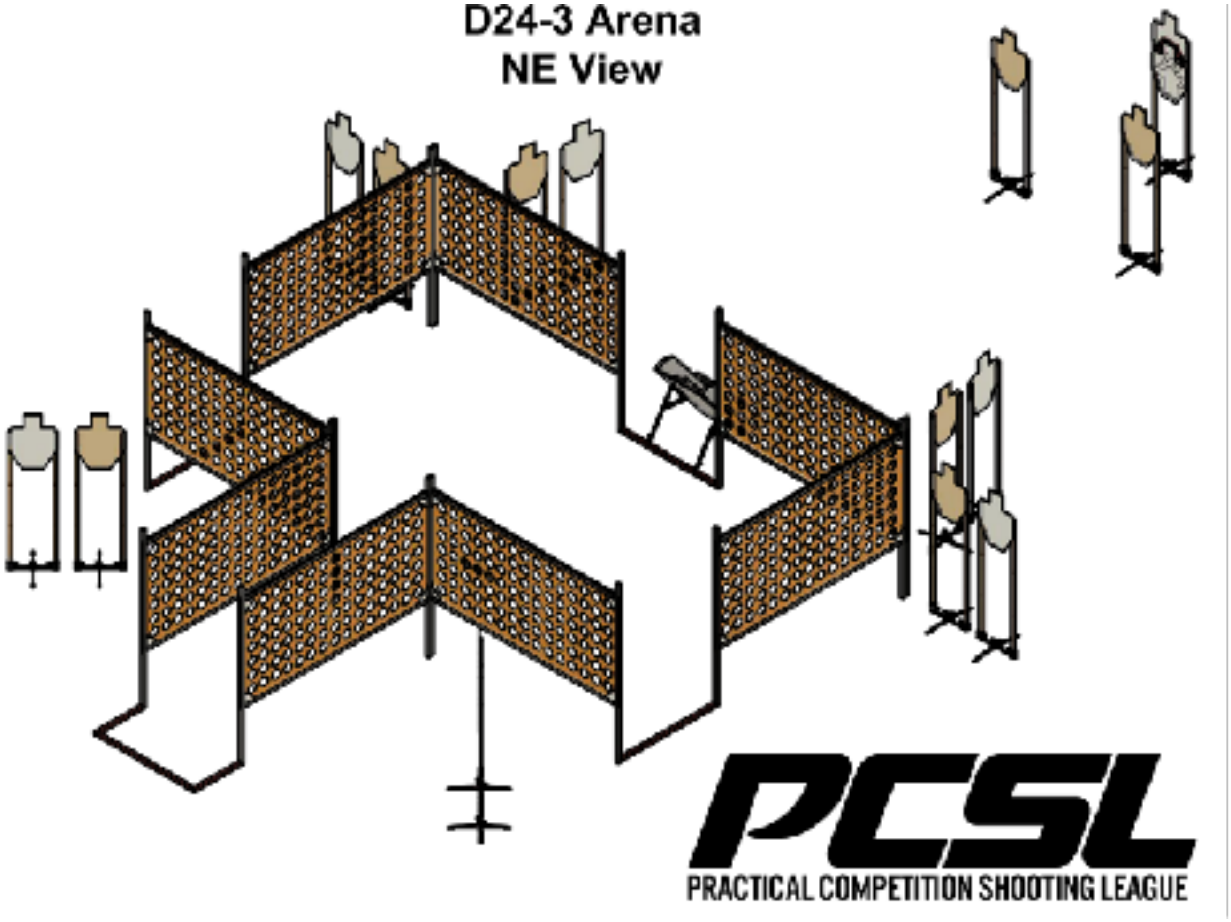
STAGE 8

2-GUN

Match Points Available:
160

Par Time:
N/A

Location:
BAY 13



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

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

Procedure:	Engage all targets from within the shooting area.

Designed by:
Max Leograndis

PCSL

PRACTICAL COMPETITION SHOOTING LEAGUE

1-GUN



PCSL CHAMPIONSHIP

UNNATURAL TERRAIN

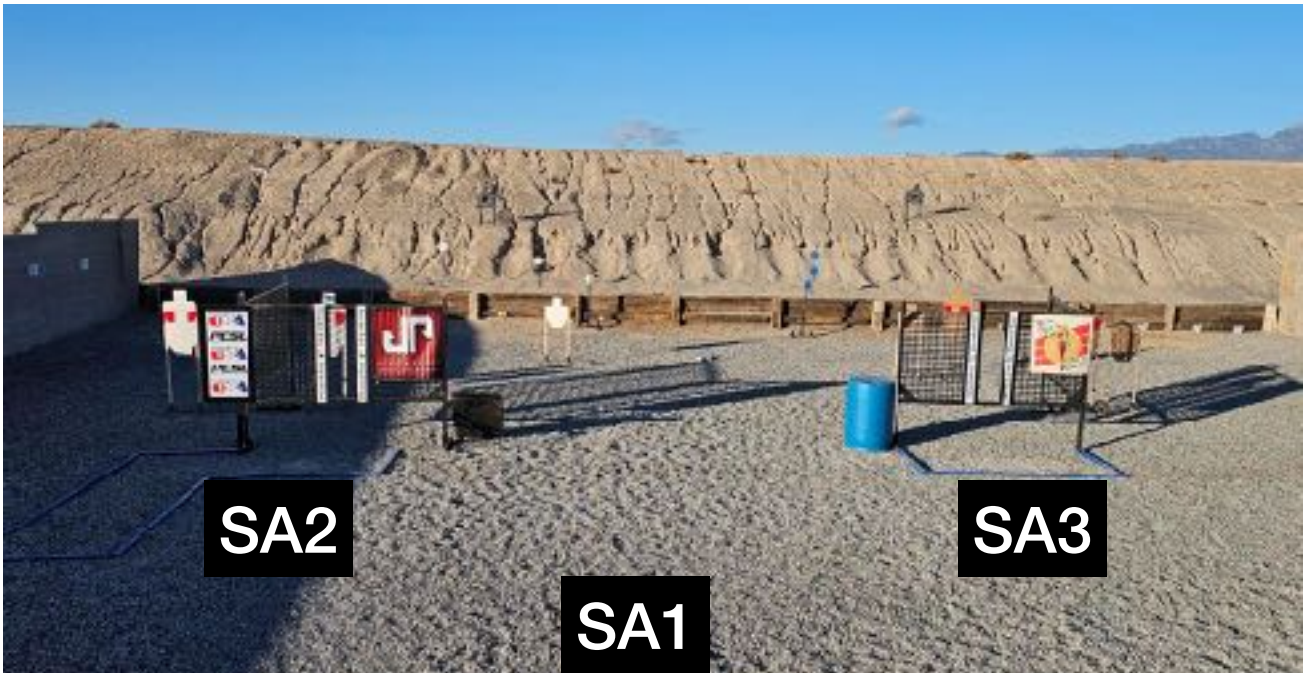
STAGE 1

PISTOL

Match Points Available:
145

Par Time:
N/A

Location:
BAY 22



Round Count & Targets:	29 Rounds	7 Paper, 12 Falling Steel, 3 Static Steel

Start Position:	**Competitor:** Standing inside shooting area 1 with both feet touching start bar.
	Handgun: Loaded and holstered. Wrists below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage butterfly swinger targets (white sides) from shooting area 1. Port door activates butterfly swinger target. Engage all handgun targets from shooting areas 2 and 3. **Butterfly swinger must be activated before it is engaged. Failing to activate butterfly swinger before engaging it will result in 2 procedurals.** **Once competitor enters a new shooting area, they may not return to Shooting Area 1.**

Designed by:
Max Leograndis
Jason Wood

PCSL CHAMPIONSHIP

24-D1 MOMENTUM

STAGE 2

PISTOL

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 the shooting area.

Designed by:
Jason Wood

PCSL CHAMPIONSHIP

24-F1 MAXCELLERATOR

STAGE 3

PISTOL

Match Points Available: 140

Par Time: N/A

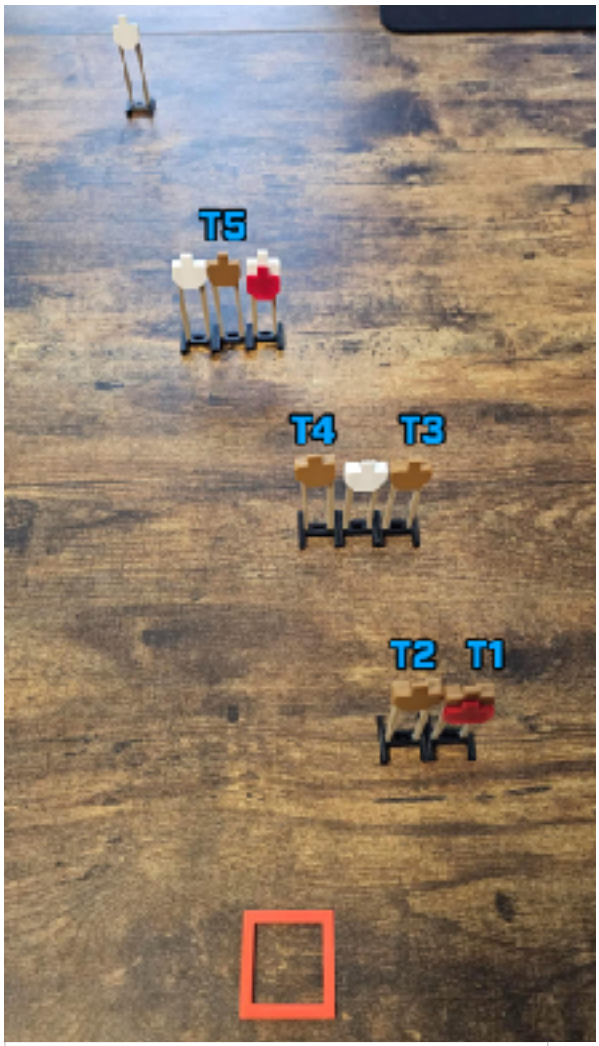
Location: BAY 19

Designed by: Max Leograndis

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).**



Round Count and Targets:
18 Rounds
5 Paper

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

PCSL CHAMPIONSHIP

STAGE 4 PISTOL

Match Points Available: 120

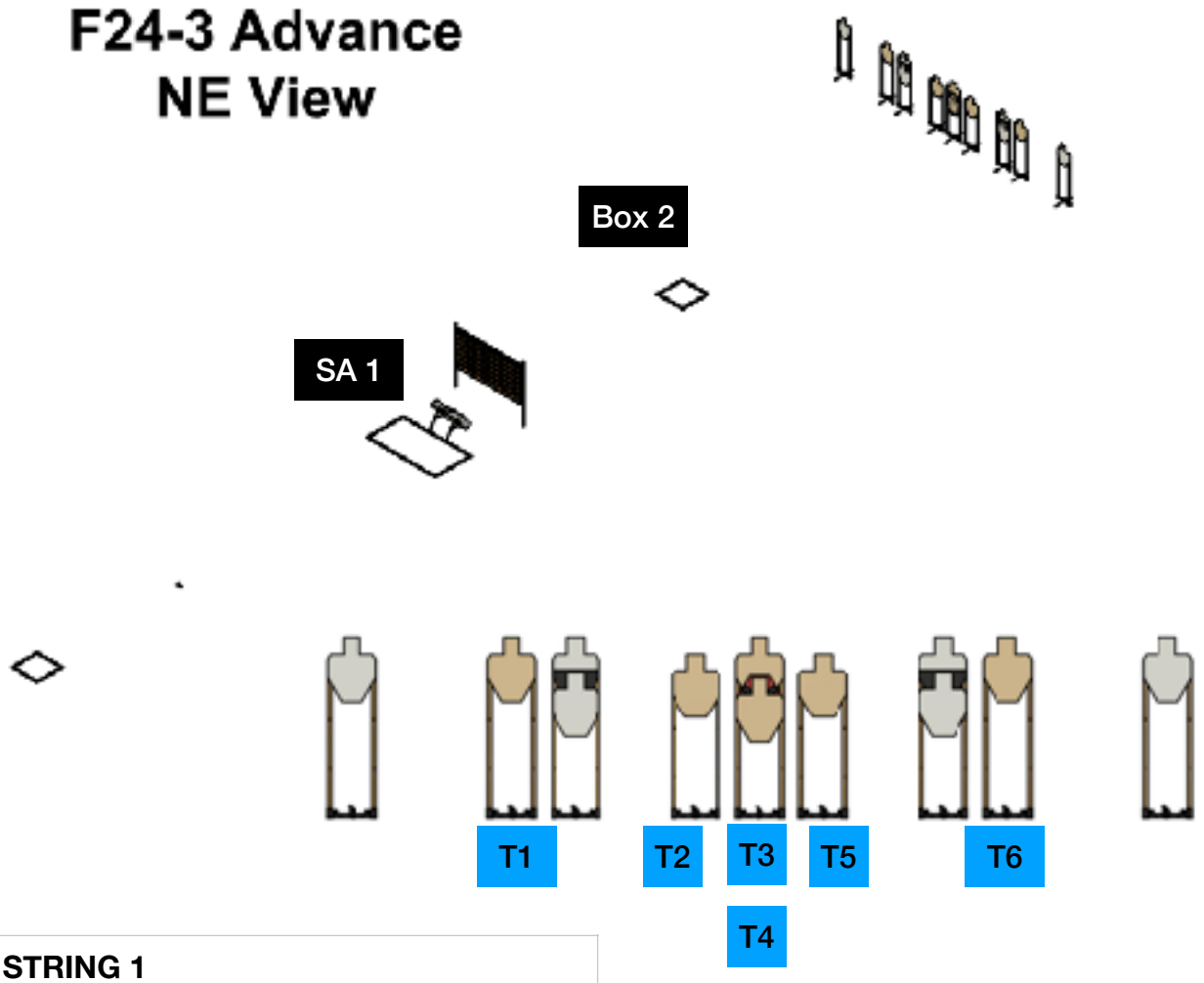
Par Time: N/A

Location: BAY 19

Designed by: Max Leograndis

Round Count and Targets:
Handgun: 24 rounds, 6 Paper

24-F3 ADVANCE



STRING 1

Start Conditions:

- **Competitor:** Standing in Shooting Area 1
- **Handgun:** Loaded and holstered. Wrists below belt.
- **PCC:** Loaded. Stock touching belt.

Procedure:

- From SA 1, engage T1 and T6 with up to 4 rounds each.
- Then, from Box 2, engage the set of targets T3 and T4 with up to 8 rounds each.

STRING 2

Start Conditions:

- **Competitor:** Standing in Box 2.
- **Handgun:** Loaded and holstered. Wrists below belt.
- **PCC:** Loaded. Stock touching belt.

Procedure:

- From Box 2, engage either T2 or T5 with up to 4 rounds **strong hand only (PCC: freestyle)**
- Then, perform a mandatory reload and engage the remaining target with up to 4 rounds **weak hand only (PCC: weak side only, shoulder + hand).**

Special Scoring Notes:

- **No target earns miss penalties (all missing shots scored NPM).**
- **All targets are worth 20 points each and scored best 4 hits.**
- **K Zone hits are input as 2 Alpha.**

PCSL CHAMPIONSHIP

24-D2 CORRIDORS

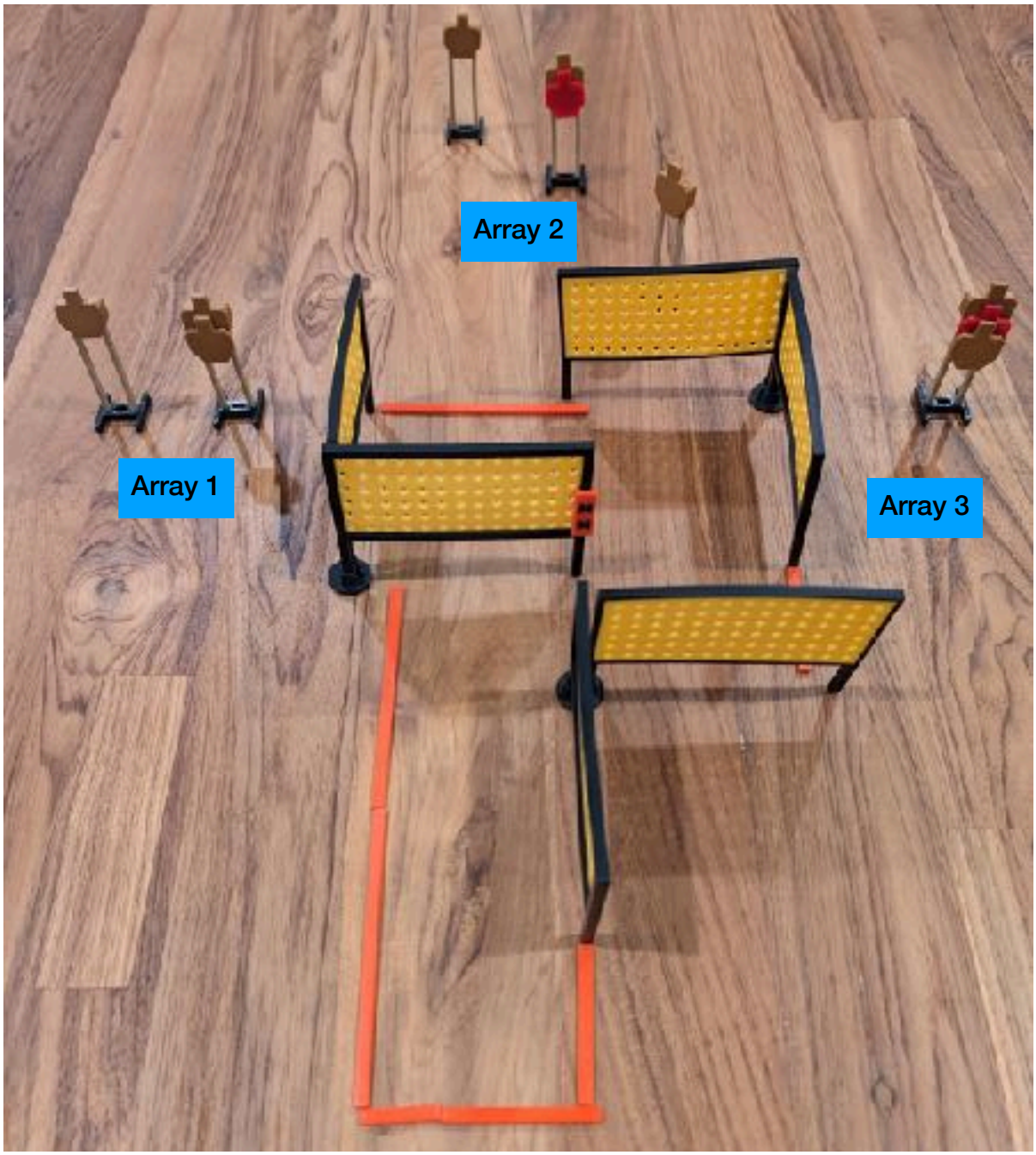
STAGE 5

PISTOL

Match Points Available:
80

Par Time:
N/A

Location:
BAY 16



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 (PCC: weak side only, shoulder + hand).** Two procedurals will be assigned per target not engaged weak hand only in the last array the competitor engages.

Designed by:
Max Leograndis

PCSL CHAMPIONSHIP

24-F2 CONTROL

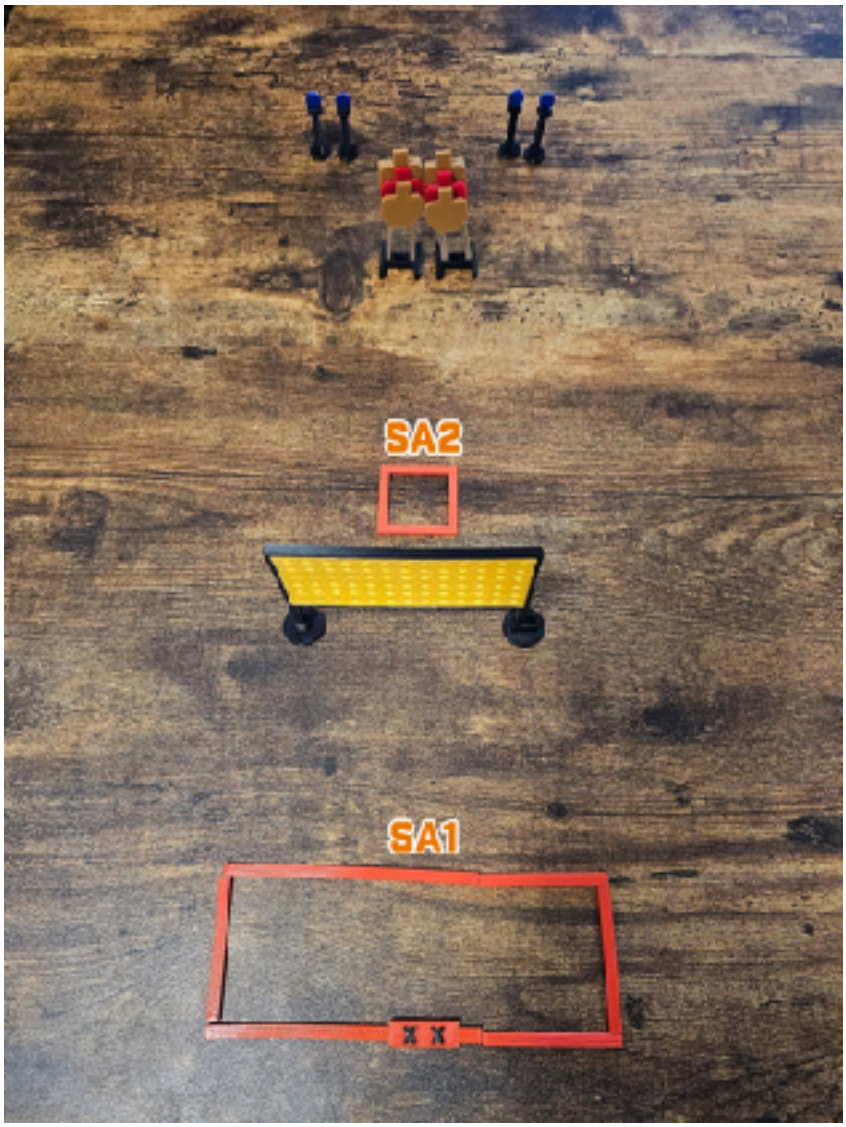
STAGE 6

PISTOL

Match Points Available:
60

Par Time:
N/A

Location:
BAY 15



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. **Failure to perform a mandatory reload will result in 3 procedurals assigned.**

Designed by:
Max Leograndis

PCSL CHAMPIONSHIP

HOLOSUN'S CASTLE 2.0

STAGE 7

PISTOL

Match Points Available:

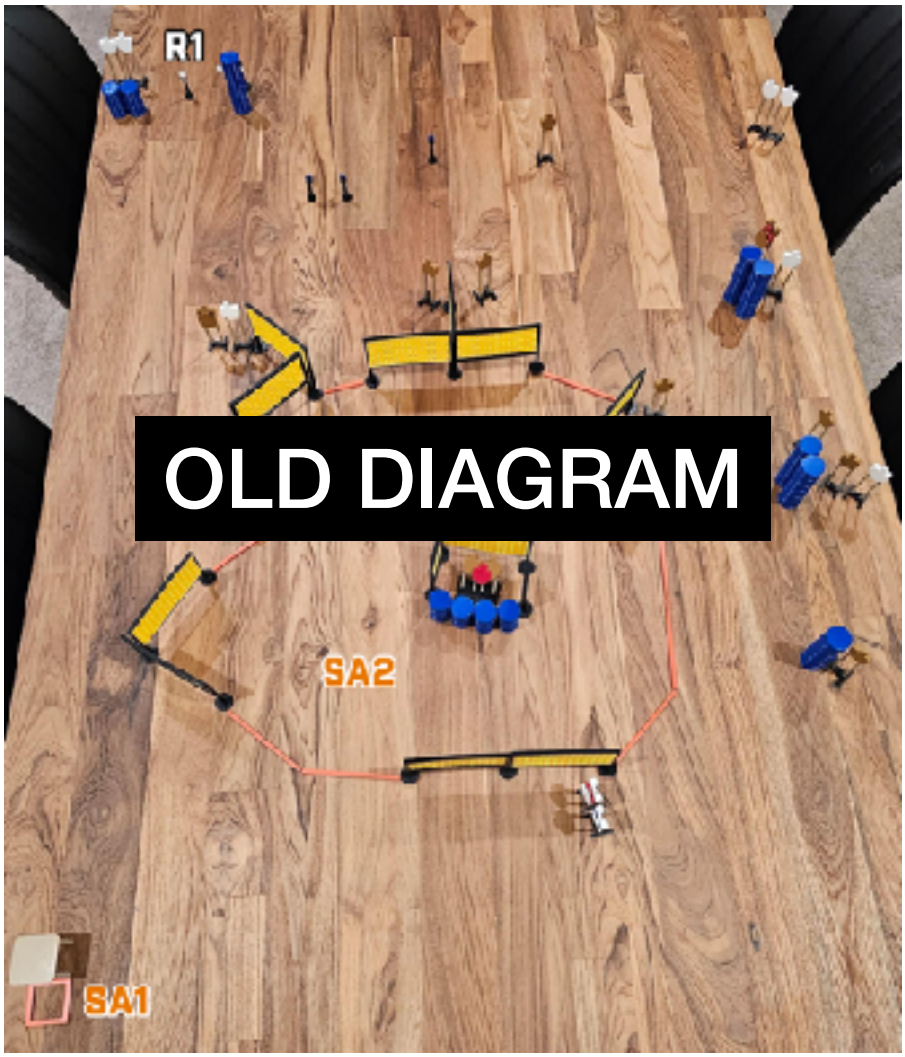
120

Par Time:

N/A

Location:

BAY 14



Round Count & Targets:	24 Rounds	5 Paper 14 Steel

Start Position:	**Competitor:** Standing with both feet touching rear fault line of main shooting area.
	Handgun: Loaded and holstered. Wrists below belt.
	PCC: Loaded, held with stock touching belt.

Procedure:	Engage all targets from the main shooting area. The shooting box by the barricade is not in play for Pistol/PCC divisions.

Activated Targets:	Ripper R2 activates the pistol steel swinger.

Designed by:
Jason Wood
Max Leograndis

PCSL CHAMPIONSHIP

24-D3 ARENA

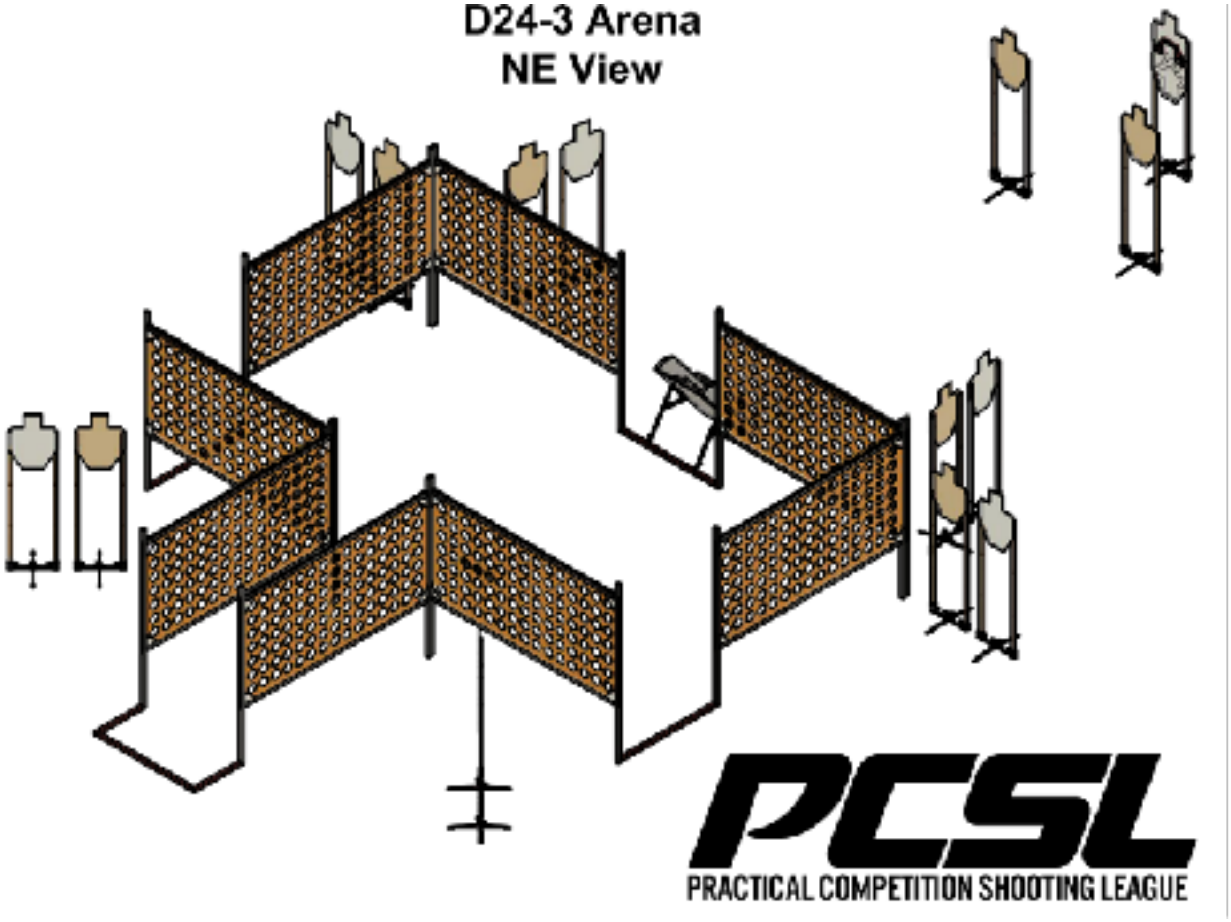
STAGE 8

PISTOL

Match Points Available:
80

Par Time:
N/A

Location:
BAY 13



Round Count & Targets:	16 Rounds	8 Paper

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

Procedure:	Engage all targets from within the shooting area.

Designed by:
Max Leograndis