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

2026


GULF OF AMERICA TOURNAMENT
PCSL
ELEMENT
TRAINING COMPLEX
AFTER
DARK
SF

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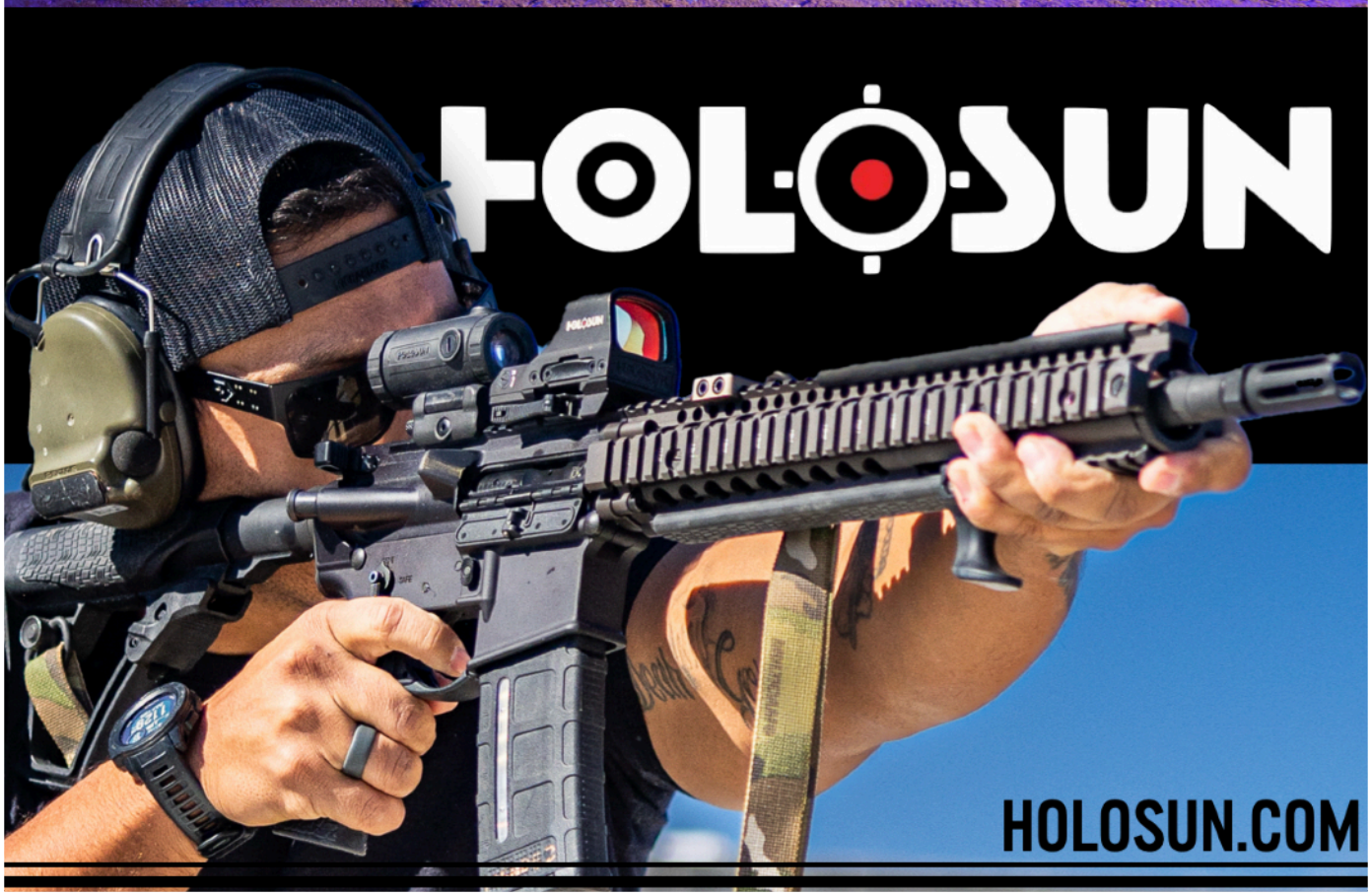
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CHECK IN AND STAGE INSPECTIONS



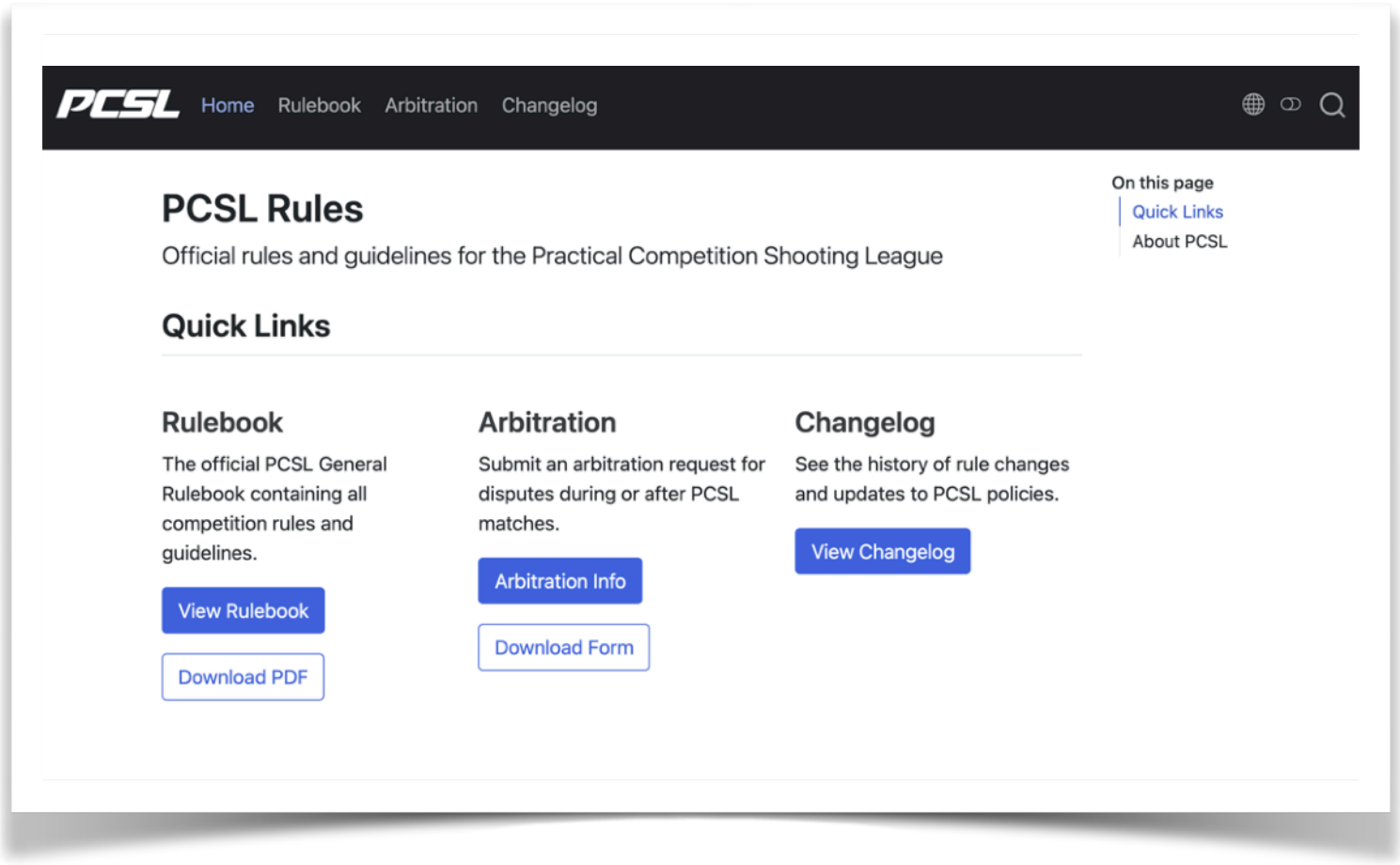
Upon entering Element Training Complex, competitors **do not** have to check in at the Pro-Shop / Front office unless they are interested in utilizing the facility separate from the GOAT PCSL 2-Gun Match and After Dark.

Stages will be available for inspection beginning Thursday afternoon 1300-1830. Stages will also be available for inspection 0650-2200. No stage inspection is permitted while any squad is shooting the stage. Coordinate your walkthroughs on stages with empty time slots (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 but is required before you leave on your first day of shooting.** Match ammo shipped to the range, merch, and grand prize tickets will be distributed at check-in.

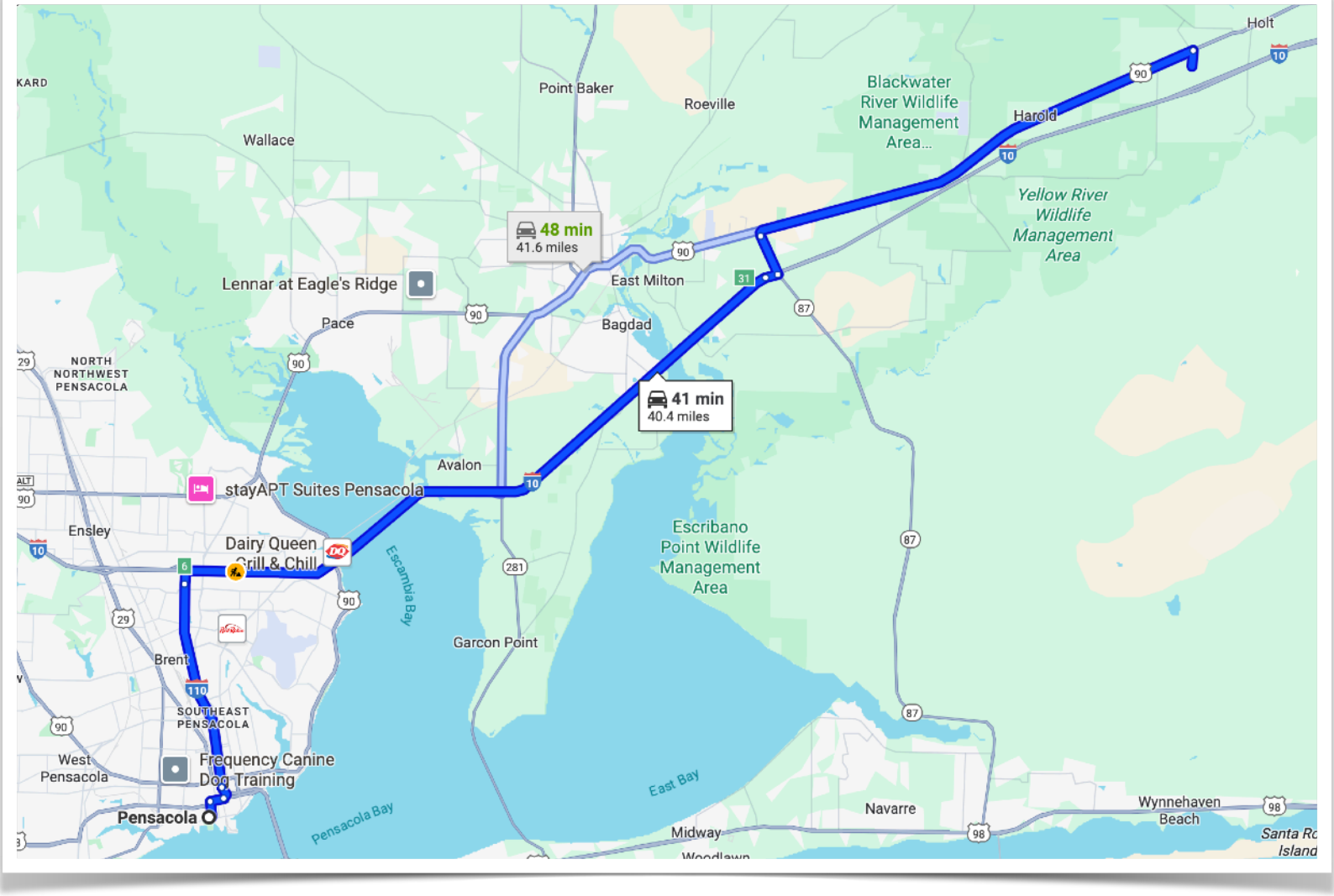
Check-in will be open 0650-1400 Friday-Sunday. Please stop by to get your items during your lunch break or your off-schedule.

INTERACTIVE RULEBOOK



The PCSL Interactive rulebook is now live!

You can find it at rules.pcsleague.com



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



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AFTER SCHOOL SPECIAL: MEDIA



LOCATION MATRIX

Location Matrix

Stage Name	Stage	After Dark Stage	Bay
Mountain Goat	1		Connex Stack
The GOAT Strikes Back	2	1	Bay 1
Livestock Loading Dock	3	2	Bay 2
No Escapegoat	4		Bay 3
Battering Ram	5	3	Bay 4
Bleat Down	6	4	Bay 8
Squad Shoot Off	Squad Shoot-Off		Bay 9
Gunning The Goantlet	7		Bay 10
Shingle Minded	8	5	Bay 1002
SOF Hands Brother!	9	6	Bay 1003
Zeroing Bay			Bay 7
Function Fire			Bay 1001
Vendor Bays			Bay 5 & 6

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.

SCHEDULE - Early

Sunrise: ~0625 Sunset: ~1915

EARLY MATCH (Thursday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Shoot Off	Stage 7	Stage 8	Stage 9
1200	All STAFF report to the range for mandatory meeting									
1200-1245	Staff Meeting									
1250	First Stage Brief									
1300	1	2	3	4	5					
1400	5	1	2	3	4					
1500	4	5	1	2	3					
1600	3	4	5	1	2					
1700	2	3	4	5	1					
1800	Shooting Concludes									

EARLY MATCH (Friday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Shoot Off	Stage 7	Stage 8	Stage 9
720	AM Squads Report To Stages									
730	11		12			1	2	3	4	5
830		11		12		5	1	2	3	4
930			11		12	4	5	1	2	3
1030	12			11		3	4	5	1	2
1130		12			11	2	3	4	5	1
1145-1230	Lunch Delivered To RO's					Staff Complete				
1250	PM Squads Report To Stages									
1300						11		12		
1400							11		12	
1500								11		12
1600						12			11	
1700							12			11
1800						11		12		

SCHEDULE - DAY

Sunrise: ~0625 Sunset: ~1915

MAIN MATCH (Saturday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Shoot Off	Stage 7	Stage 8	Stage 9
720	AM Squads Report to Stages									
730	21	22	23	24	25	101	102	103	104	105
830	25	21	22	23	24	105	101	102	103	104
930	24	25	21	22	23	104	105	101	102	103
1030	23	24	25	21	22	103	104	105	101	102
1130	22	23	24	25	21	102	103	104	105	101
1145-1230	Lunch Delivered to ROs									
1250	PM Squads Report to Stages									
1300	201	202	203	204	205	21	22	23	24	25
1400	205	201	202	203	204	25	21	22	23	24
1500	204	205	201	202	203	24	25	21	22	23
1600	203	204	205	201	202	23	24	25	21	22
1700	202	203	204	205	201	22	23	24	25	21
1800	Shooting Concludes									

MAIN MATCH (Sunday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Shoot Off	Stage 7	Stage 8	Stage 9
720	AM Squads Report to Stages									
730	101	102	103	104	105	31	32	33	34	35
830	105	101	102	103	104	35	31	32	33	34
930	104	105	101	102	103	34	35	31	32	33
1030	103	104	105	101	102	33	34	35	31	32
1130	102	103	104	105	101	32	33	34	35	31
1145-1230	Lunch Delivered to ROs									
1250	PM Squads Report to Stages									
1300	31	32	33	34	35	201	202	203	204	205
1400	35	31	32	33	34	205	201	202	203	204
1500	34	35	31	32	33	204	205	201	202	203
1600	33	34	35	31	32	203	204	205	201	202
1700	32	33	34	35	31	202	203	204	205	201
1800	Shooting Concludes									
1815	Awards & Grand Prize Drawings									

KEY	ALL DAY Sat	AM/AM	PM/PM	ALL DAY Sun

SCHEDULE - NIGHT

After Dark (Friday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
1930	All Competitors To The Range					
1945	First Stage Brief					
2000	1	2	3	4	5	6
2045	3	1	2	6	4	5
2130	2	3	1	5	6	4
2215	Shooting Concludes					

After Dark (Saturday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
1930	All Competitors To The Range					
1945	First Stage Brief					
2000	4	5	6	1	2	3
2045	6	4	5	3	1	2
2130	5	6	4	2	3	1
2215	Shooting Concludes					

STAGE LIST & ROUND COUNT

Goat 2.0	Bay	Rifle	Pistol	Points	% Total
1 Mountain GOAT	CONEX Stack	18	21	205	10.3%
2 The GOAT Strikes Back	Bay 1	26	22	240	12,1%
3 Livestock Loading Dock	Bay 2	26	23	245	12.3%
4 No Escapegoat	Bay 3	20	19	195	9.8%
5 Battering Ram	Bay 4	20	19	195	9.8%
6 Bleat Down	Bay 8	22	20	210	10.6%
Squad Shoot-Off	Bay 9	12	14	X	
7 Gunning The Gantlet	Bay 10	21	22	215	10.8%
8 Shingle Minded	Bay 1002	26	17	215	10.8%
9 SOF Hands Brother!	Bay 1003	26	24	260	13.13%

TOTALS	**217**	**201**	**1980**	**100%**

After Dark	Bay	Rifle	Pistol	Points	% Total
1 The GOAT Strikes Back	Bay 1	26	22	240	17.4%
2 Livestock Loading Dock	Bay 2	26	23	245	17.8%
3 Battering Ram	Bay 4	20	19	195	14.1%
4 Bleat Down	Bay 8	22	20	220	16%
5 Shingle Minded	Bay 1002	26	17	215	15.6%
6 SOF Hands Brother	Bay 1003	26	24	260	18.9%

TOTALS	**146**	**125**	**1375**	**100%**

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MOUNTAIN GOAT

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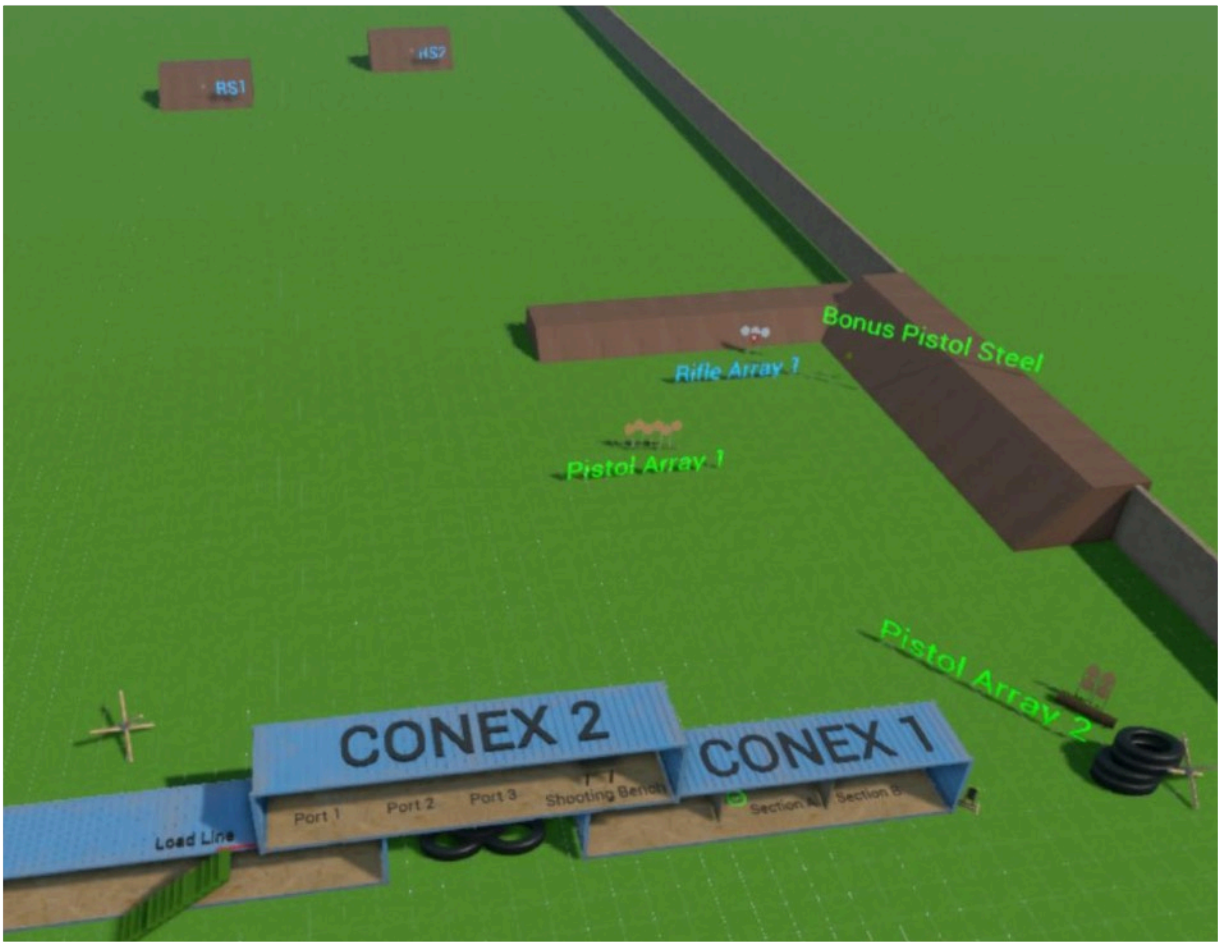
STAGE 1

MATCH POINTS AVAILABLE: 205

18

21

LOCATION: CONNEX STACK



	Carbine Targets	Handgun Targets
Target Count:	6 Rifle Paper, 6 Rifle Steel	10 Pistol Paper, 1 Bonus Pistol Steel (15 points)

Start Conditions:	Hands touching marks. Handgun loaded and holstered. Unloaded rifle slung.
Procedure:	Engage Pistol Array 1 using **any of the ports** in sections A or B of CONEX 1. **A maximum of two shots may be fired through each port. Ports may not be re-used.** Engage Pistol Array 2 and the 15-point Bonus Pistol Steel from within CONEX 1 through the right doorway only.
	Abandon pistol in dump box, and proceed up the stairs to CONEX 2. Once past the load line at the top of the stairs, you may load your rifle. Engage rifle steel RS1 & RS2 once each from indicated Ports 1-3. Engage Rifle Array 1 while any part of your rifle or body is in contact with the Shooting Bench.
Scoring Note	The penalty for firing more than 2 shots from a port is three procedurals. However, this penalty will only be assessed once, even if the 2-shot limit is violated again.

STAGE SPONSOR:

Haley Strategic

DESIGNED BY:

Max Leograndis

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THE GOAT STRIKES BACK

STAGE

2

MATCH POINTS AVAILABLE:

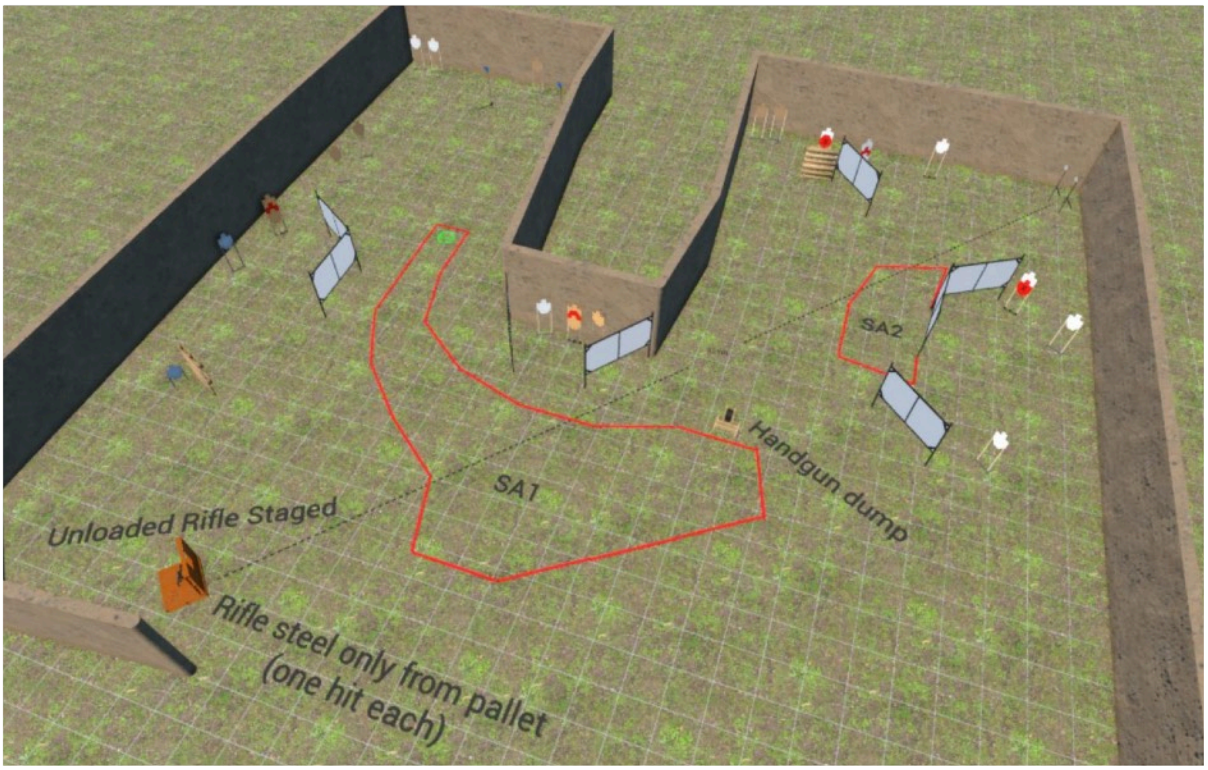
240

26

22

LOCATION:

BAY 1



	Carbine Targets	Handgun Targets
Target Count:	12 rifle paper, 2 rifle steel	10 pistol paper, 1 pistol steel

Start Conditions:	Toes touching downrange faultline of SA1. Handgun loaded and holstered. Unloaded rifle leaning against pallet port.

Procedure:	Engage all paper targets from either SA1 or SA2. Engage the two rifle steel through the pallet port only.

STAGE SPONSOR:

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DESIGNED BY:

Max Leograndis

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1

LIVESTOCK LOADING DOCK

STAGE 3

MATCH POINTS AVAILABLE:

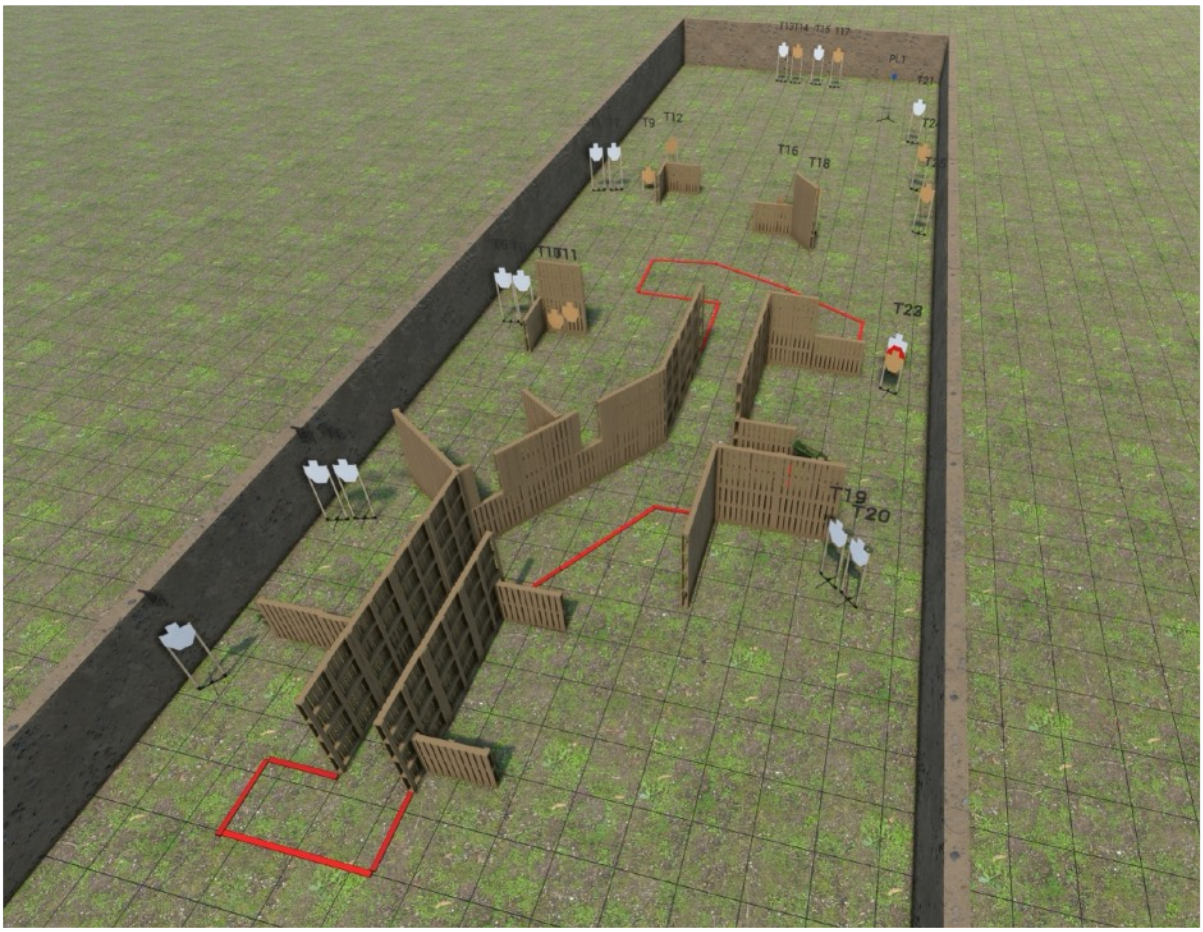
245

26

23

LOCATION:

BAY 2



	Carbine Targets	Handgun Targets
Target Count:	13 paper	11 paper, 1 steel

Start Conditions:	Heels touching rear fault line. Rifle loaded, stock touching belt. Pistol loaded and holstered.

Procedure:	Engage all targets from within the shooting area. All intended shooting ports are clearly visually indicated.

STAGE SPONSOR:

Adaptive Defense

DESIGNED BY:

Jason Wood

ADAPTIV DEFENSE

RELENTLESS AMBITION | PURPOSE DRIVEN DESIGN |

NO ESCAPEGOAT



STAGE 4

MATCH POINTS AVAILABLE: 195

20

19

LOCATION: BAY 3

	Carbine Targets	Handgun Targets
Target Count:	7 Competition Paper, 3 Mini Practical	8 Competition Paper, 3 Steel

Start Conditions:	Standing in SA1, heels touching marks. Rifle loaded, stock touching belt. Pistol loaded and holstered.

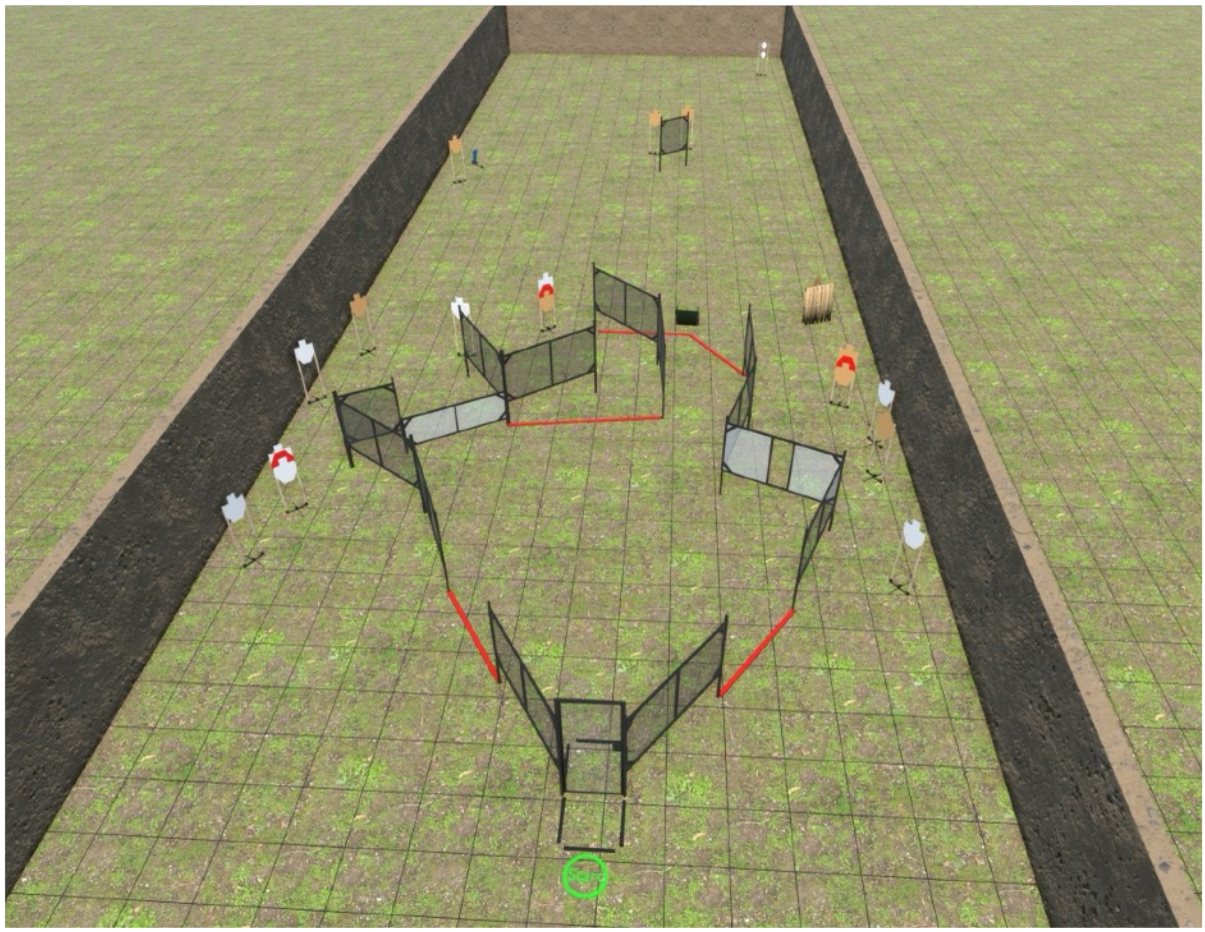
Procedure:	Engage all targets from either SA1 or SA2.
	The 3 mini practical rifle targets MUST BE ENGAGED FROM SA1 ONLY. Engaging the mini array from SA2 will result in 1 procedural per shot fired up to a maximum of 3. The red slats attached to the tree may be used for support.
	Pistol Ripper R1 activates the Holy Monkey. Per rule (12.6.1) the Holy Monkey must be activated prior to engagement.

STAGE SPONSOR:
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DESIGNED BY:
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Jason Wood

GIBBZ ARMS
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BATTERING RAM



	Carbine Targets	Handgun Targets
Target Count:	8 Rifle Paper, 2 Mini	9 Pistol Paper, 1 Pistol Steel

Start Conditions:	Toes touching rear of doorframe border. Holding battering ram.Loaded rifle staged in uprange dump box. Handgun loaded and holstered.

Procedure:	Breach door using battering ram. Engage all targets from within the shooting area.

STAGE 5

MATCH POINTS AVAILABLE: 195

20

19

LOCATION: BAY 4

STAGE SPONSOR:

Holosun

DESIGNED BY:

Ashlyn Champagne

BLEAT DOWN

STAGE

6

MATCH POINTS AVAILABLE:

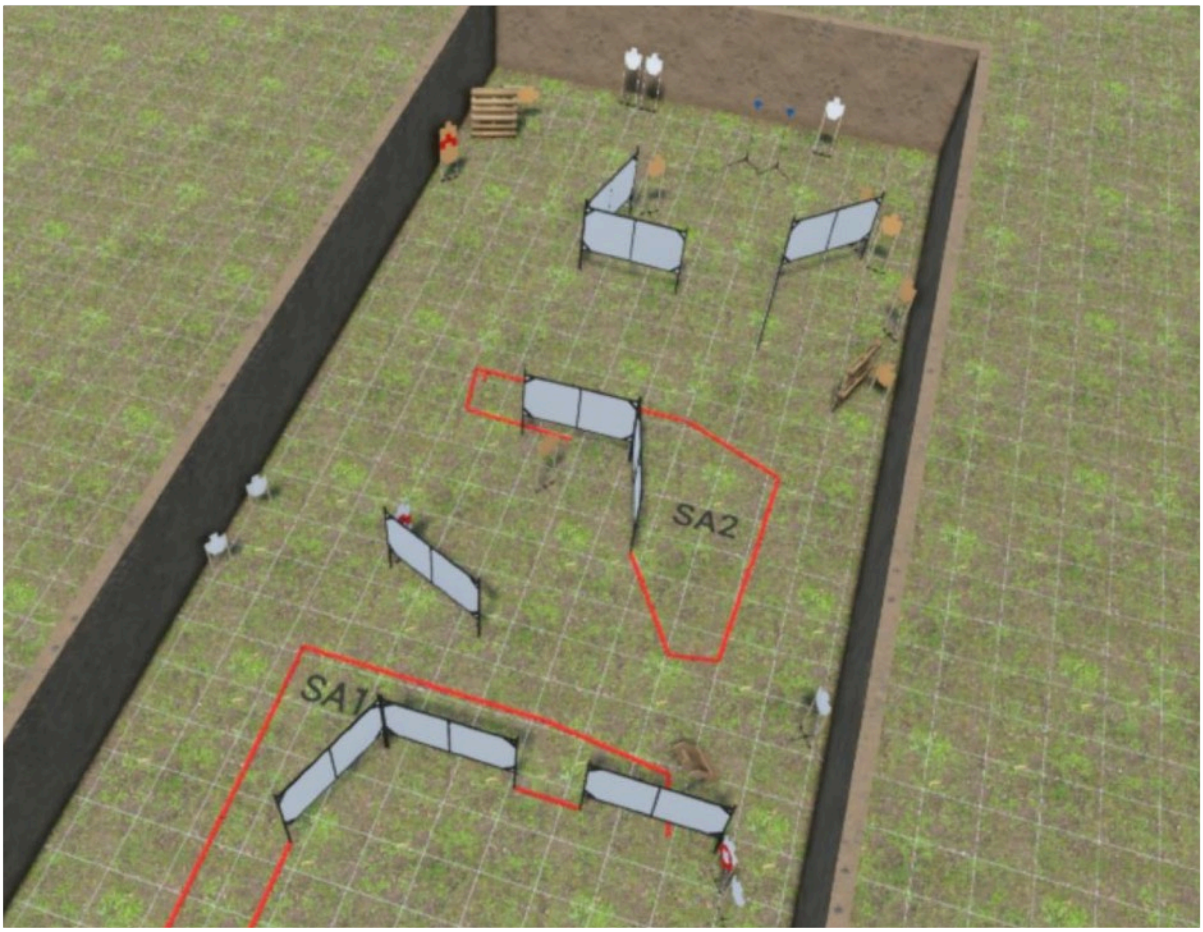
210

22

20

LOCATION:

BAY 8



	Carbine Targets	Handgun Targets
Target Count:	10 Rifle Paper, 1 Mini	9 Pistol Paper, 2 Pistol Steel

Start Conditions:	Heels touching rear fault line. Rifle loaded, stock touching belt. Pistol loaded and holstered.

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

STAGE SPONSOR:

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DESIGNED BY:

Max Leograndis

4

SQUAD SHOOT-OFF

STAGE

SHOOT OFF

MATCH POINTS AVAILABLE:

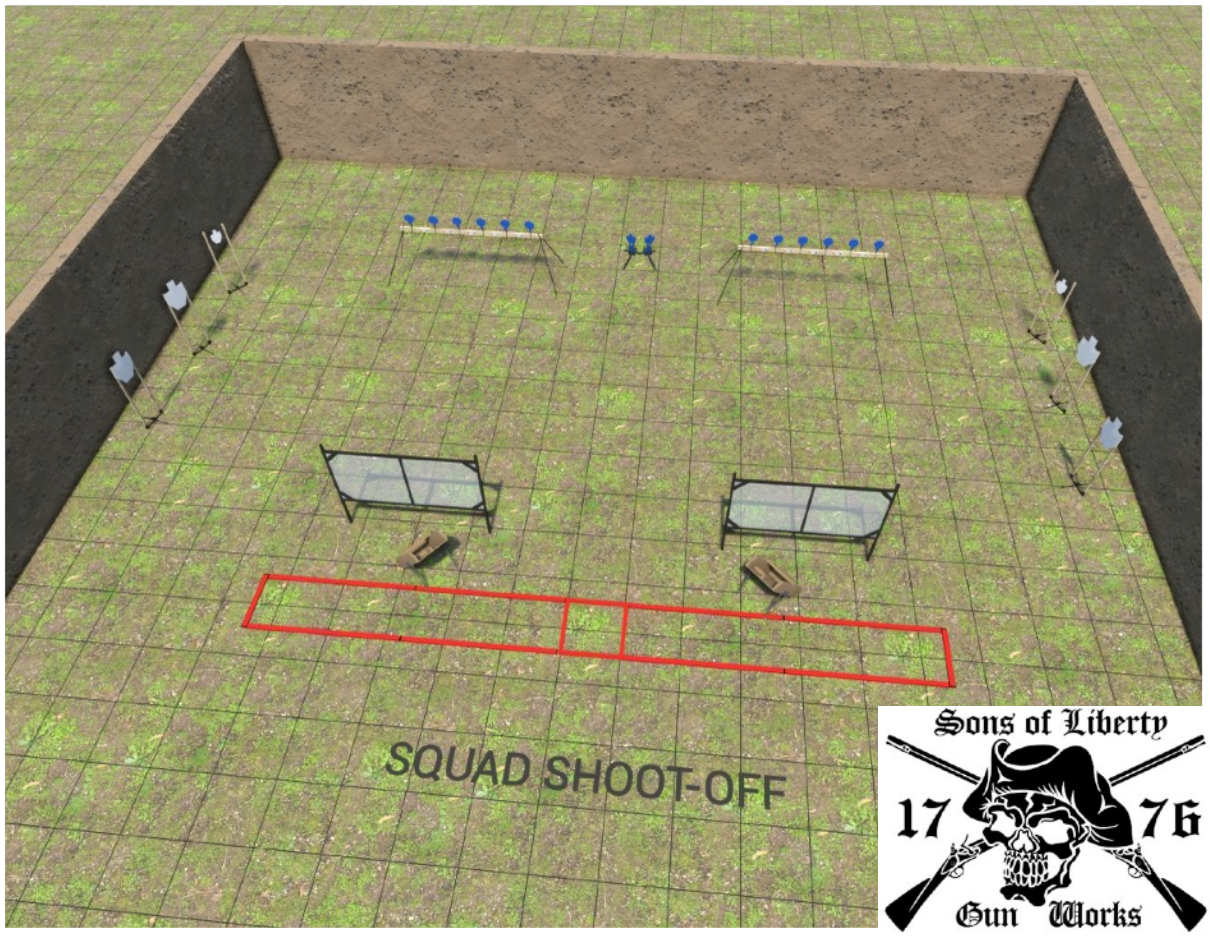
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12

14

LOCATION:

BAY 9



	Carbine Targets	Handgun Targets
Target Count:	6 Round Plates 2 Practical paper 1 Mini Practical Paper	7 Round Plates 6 Falling Steel, 1 Popper

Start Conditions:	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 neutralize the target. 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 R016 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.

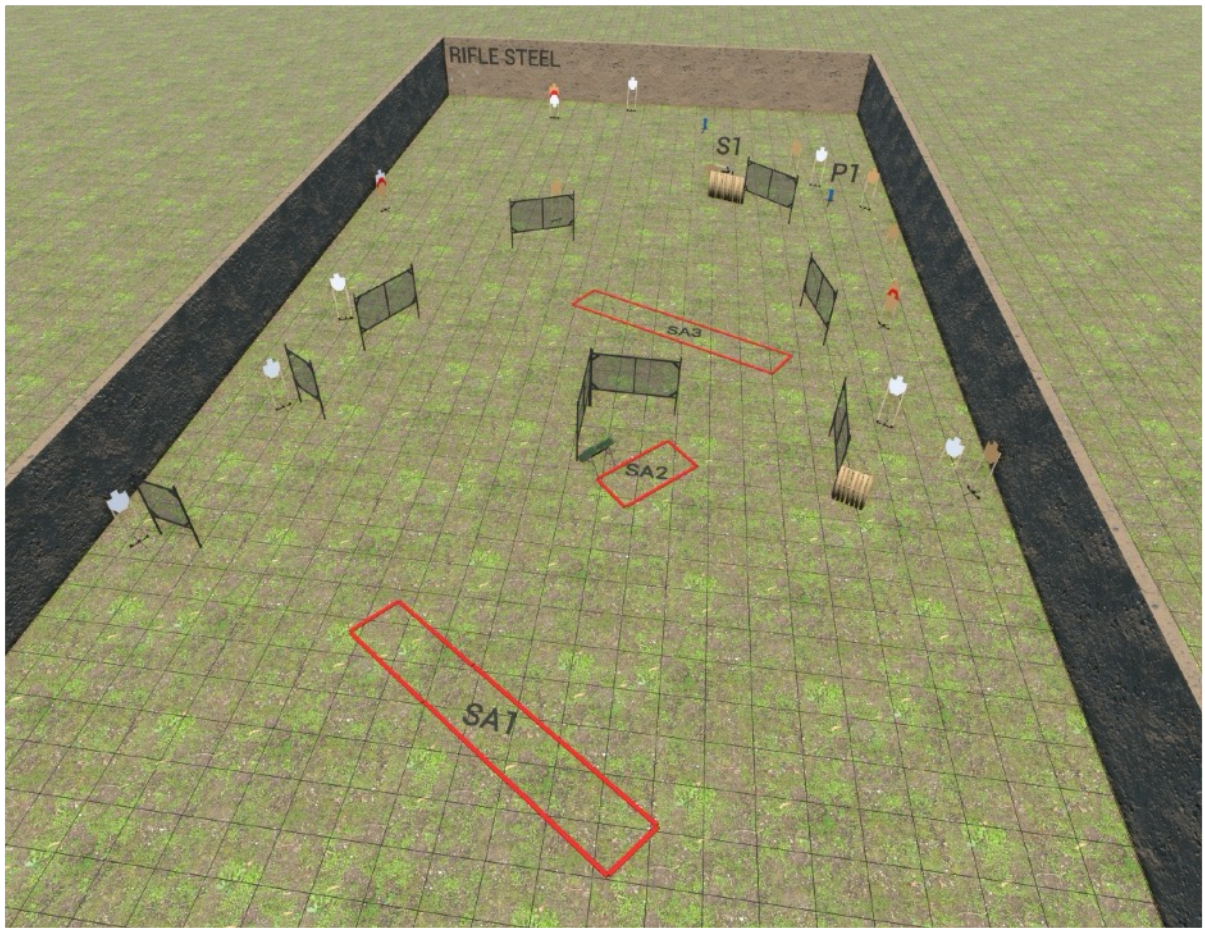
STAGE SPONSOR:

Sons of Liberty Gunworks

DESIGNED BY:

Max Leograndis

GUNNING THE GOATLET



STAGE 7

MATCH POINTS AVAILABLE: 215

21

22

LOCATION: BAY 10

	Carbine Targets	Handgun Targets
Target Count:	9 Rifle Paper, 3 Rifle Steel	10 Pistol Paper, 2 Pistol Steel

Start Conditions:	Standing anywhere in SA1. Rifle loaded, stock touching belt. Loaded pistol holstered.
Procedure:	Engage all targets from any of the three shooting areas.
Safety Note:	Engage targets as visible from any shooting area EXCEPT rifle steel 1-3, which MUST BE ENGAGED FROM SA1 ONLY.

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DESIGNED BY:
Ashlyn Champagne

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SHINGLE MINDED

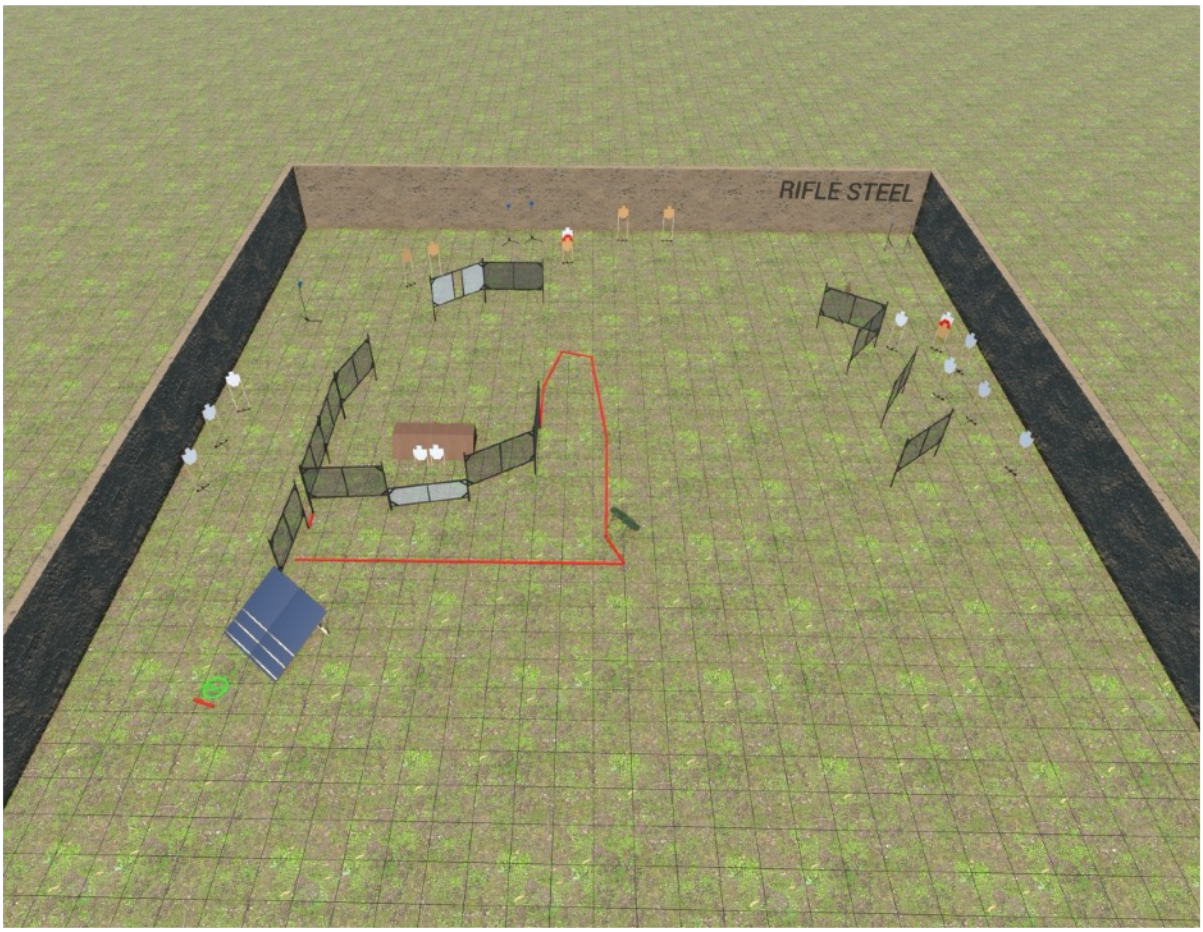
STAGE 8

MATCH POINTS AVAILABLE: 215

26

17

LOCATION: BAY 1002



	Carbine Targets	Handgun Targets
Target Count:	12 Rifle Paper 2 Rifle Steel	7 Pistol Paper, 3 Pistol Steel

Start Conditions:	Feet touching start stick. Holding loaded rifle. Handgun UNLOADED and holstered.

Procedure:	Engage only rifle steel RS1-2 while fully on the rooftop. Engage all remaining targets from SA1.

STAGE SPONSOR: Vortex

DESIGNED BY: Ashlyn Champagne

SOF HANDS BROTHER!

STAGE 9

MATCH POINTS AVAILABLE: 260

26

24

LOCATION: BAY 1003



	Carbine Targets	Handgun Targets
Target Count:	11 Rifle Paper, 2 Mini	9 Paper, 1 Mini 3 Pistol Steel, 1 Bonus Arial Clay (15 Points)

Start Conditions:	Both hands touching GOAT Plushie. Handgun loaded and holstered. Unloaded rifle staged in dump box. Pistol loaded and holstered.

Procedure:	Headbutt GOAT pedal activator P1. Engage all targets from within the shooting area. P1 activates pistol sidekick swinger S1. Ripper R1 activates bonus pistol aerial clay.

STAGE SPONSOR:

SuperVel

DESIGNED BY:

Ashlyn Champagne
Justin Edwards

SUPER VEL
MORE THAN AMMO


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