
HC
BELT
DEFENSIVE
CHAMPIONSHIP
PCSL
2026
PRESENTED BY:
HOWITZER
PATRIOT.MFG

CHECK IN AND STAGE INSPECTIONS



Gun Check, Check-In, and Grand Prize information:

All competitors must check in at the main clubhouse prior to starting the first stage!

You'll also go through gun check to make sure your equipment is legal for either Defensive Practical or Defensive Competition. **Please bring your completely unloaded firearm (holstered, bagged, or cased), and at least one empty magazine** to check-in.

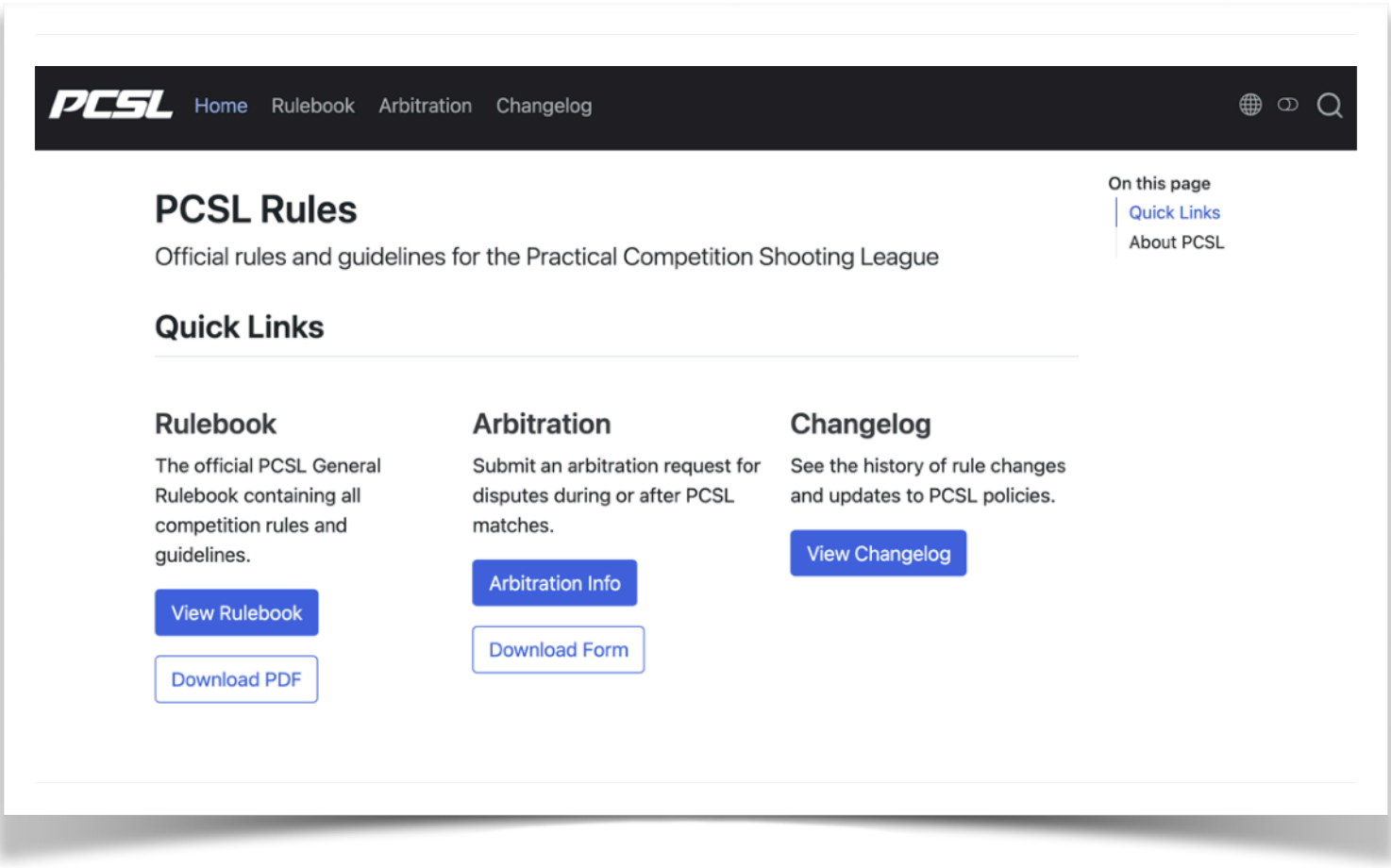
At check in, you'll receive your match shirt and grand prize raffle tickets. Grand Prize tickets need to be filled out with your name and phone number, and entered into the prize bins. You may also earn more tickets by visiting our sponsor's booths in Bay 14 across from the parking lot!

Check in will be in the main clubhouse. We will run check in at convenient times prior to the different start times per schedule, and keep it open just after shooting ends so that competitors may still enter their raffle tickets into the prize bins.

Check in times:

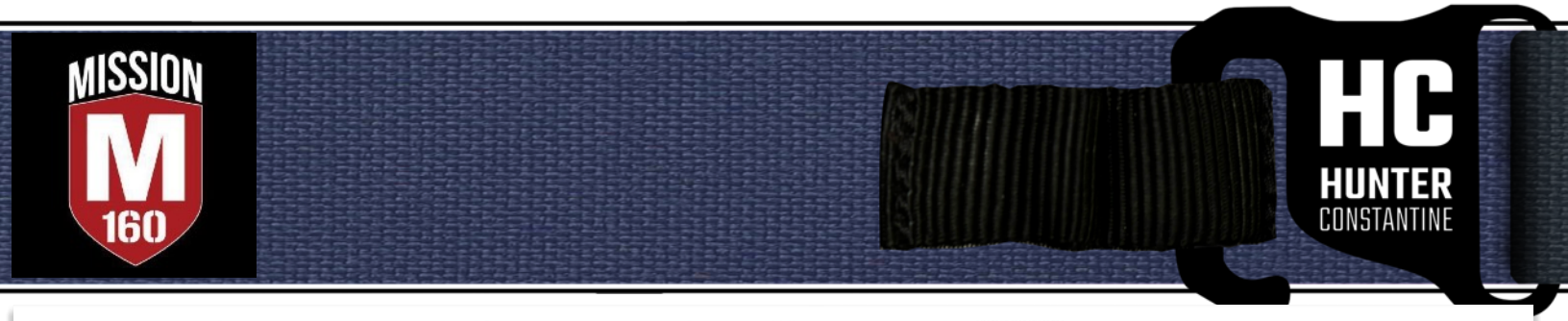
0700-0800 Fri, Sat, Sun
1200-1800 Thu, Fri, Sat, Sun

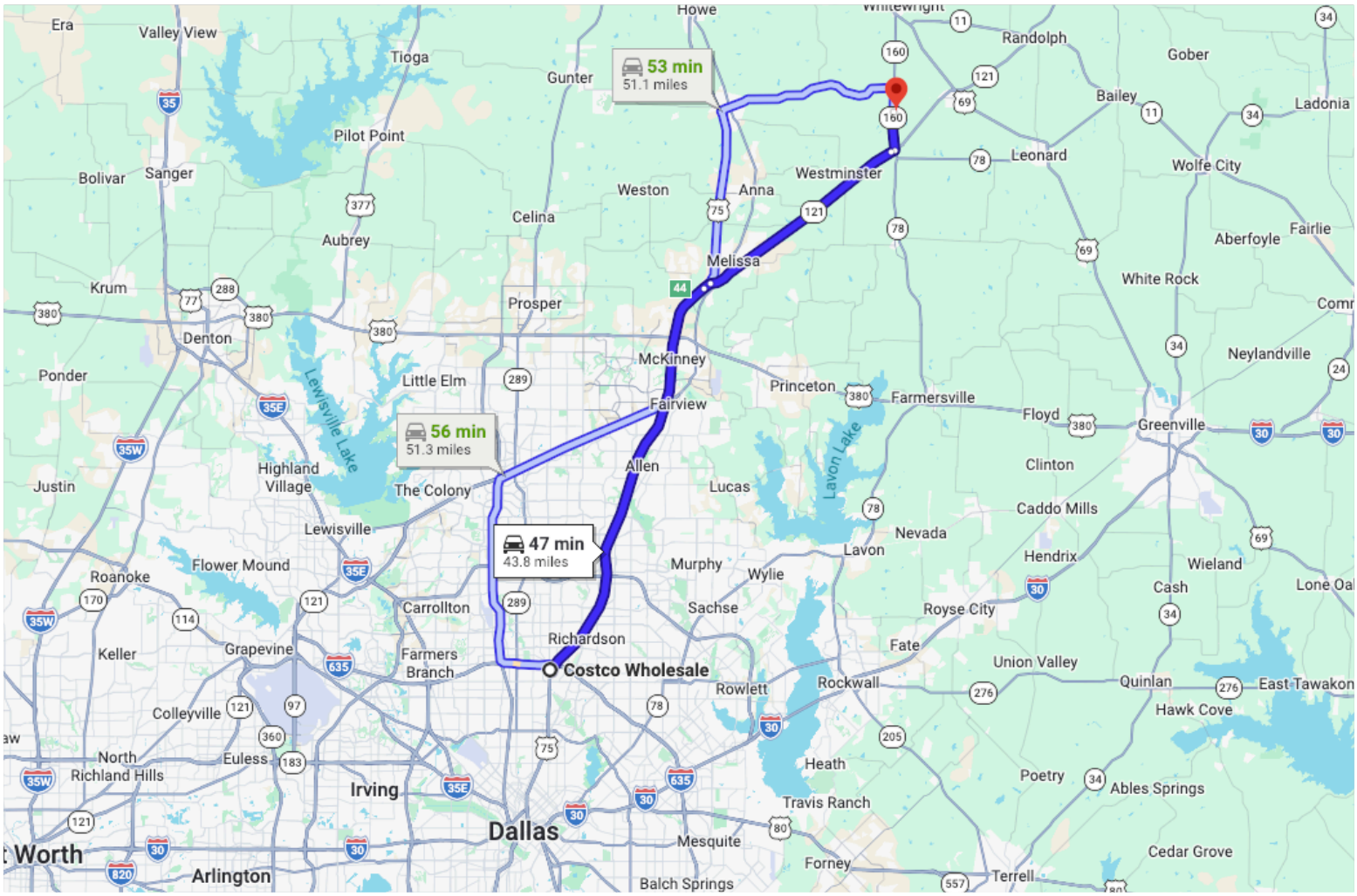
INTERACTIVE RULEBOOK



The PCSL Interactive rulebook is now live!

You can find it at rules.pcsleague.com





Mission 160

6040 State Hwy 160,
Whitewright, TX
75491

(972) 978-1103
mission160.com

WHAT IS YOUR MISSION?

Mission 160 is a private outdoor gun range located 20 minutes outside of McKinney, TX. Where most ranges discourage rapid fire, drawing from a holster, or shooting on the move, Mission 160 Range encourages you to Train For Real. Train with your everyday carry handgun, home defense shotgun, and even AR-15 style rifles in one of our 15 private outdoor bays.

We provide steel targets, walls, target stands, barrels and more so you can set up and train how you like.

Our range is exclusively available to our members, we do not offer guest passes. Please contact us for more information or to join the range.

OVERHEAD MAP



THANK YOU TO OUR SPONSORS



AMG LAB
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HC
HUNTER
CONSTANTINE

HOWITZER
PATRIOT MFG

GIBBZ ARMS
INNOVATION IN FIREARMS

HALEY STRATEGIC

CHL TARGETS .COM

HOLOSUN

LAUGO ARMS
USA

ZERMÄTT ARMS
MACHINING ACCURACY

STEALTH ADDITIVE WORKS

Smith & Wesson

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WALTHER

CAREY CONCEALMENT
CUSTOM HOLSTERS AND MORE

SCHEDULE - May 14, 15

HC HUNTER CONSTANTINE

Sunrise: ~0625 Sunset: ~2020

SQUAD MATRIX	Zone 1						Zone 2					
Thur May 14	**1**	**2 & 3**	**4**	**5**	**6 & 7**	**Vendor**	**8**	**9 & 10**	**11**	**12**	**13**	**14 & 15**
1230	Mandatory Staff Meeting @ Awning											
1300							1	2	3	4	5	6
1345							6	1	2	3	4	5
1430							5	6	1	2	3	4
1515							4	5	6	1	2	3
1600							3	4	5	6	1	2
1645							2	3	4	5	6	1
1730	Shooting Concludes											
Fri May 15	**1**	**2 & 3**	**4**	**5**	**6 & 7**	**Vendor**	**8**	**9 & 10**	**11**	**12**	**13**	**14 & 15**
745	AM shooters report to first stage											
750	1	2	3	4	5	6	11	12	13	14	15	16
845	6	1	2	3	4	5	16	11	12	13	14	15
930	5	6	1	2	3	4	15	16	11	12	13	14
1015	4	5	6	1	2	3	14	15	16	11	12	13
1100	3	4	5	6	1	2	13	14	15	16	11	12
1145	2	3	4	5	6	1	12	13	14	15	16	11
1230	Lunch Break											
1255	PM shooters report to first stage											
1300	11	12	13	14	15	16						
1345	16	11	12	13	14	15						
1430	15	16	11	12	13	14						
1515	14	15	16	11	12	13						
1600	13	14	15	16	11	12						

SCHEDULE - May 16



Sat May 16	1	2 & 3	4	5	6 & 7	Vendor	8	9 & 10	11	12	13	14 & 15
745	AM shooters report to first stage											
750	21	22	23	107	108	109	101	102	103	104	105	106
845	109	21	22	23	107	108	106	101	102	103	104	105
930	108	109	21	22	23	107	105	106	101	102	103	104
1015	107	108	109	21	22	23	104	105	106	101	102	103
1100	23	107	108	109	21	22	103	104	105	106	101	102
1145	22	23	107	108	109	21	102	103	104	105	106	101
1230	Lunch Break											
1255	PM shooters report to first stage											
1300	201	202	203	204	205	206	21	22	23	207	208	209
1345	206	201	202	203	204	205	209	21	22	23	207	208
1430	205	206	201	202	203	204	208	209	21	22	23	207
1515	204	205	206	201	202	203	207	208	209	21	22	23
1600	203	204	205	206	201	202	23	207	208	209	21	22
1645	202	203	204	205	206	201	22	23	207	208	209	21
1730	Shooting Concludes											

SCHEDULE - May 17



Sun, May 17	1	2 & 3	4	5	6 & 7	Vendor	8	9 & 10	11	12	13	14 & 15
745	AM shooters report to first stage											
750	101	102	103	104	105	106	31	32	33	107	108	109
845	106	101	102	103	104	105	109	31	32	33	107	108
930	105	106	101	102	103	104	108	109	31	32	33	107
1015	104	105	106	101	102	103	107	108	109	31	32	33
1100	103	104	105	106	101	102	33	107	108	109	31	32
1145	102	103	104	105	106	101	32	33	107	108	109	31
1230	Lunch Break											
1255	PM shooters report to first stage											
1300	31	32	33	207	208	209	201	202	203	204	205	206
1345	209	31	32	33	207	208	206	201	202	203	204	205
1430	208	209	31	32	33	207	205	206	201	202	203	204
1515	207	208	209	31	32	33	204	205	206	201	202	203
1600	33	207	208	209	31	32	203	204	205	206	201	202
1645	32	33	207	208	209	31	202	203	204	205	206	201
1730	Arbitration begins as stages finish, dinner service begins											
1800	Awards Begin											
1915	Event Conclusion											

STAGE LIST & ROUND COUNT

HC HUNTER CONSTANTINE

BELT Defensive Championship	Bay	Rounds	Points	% Total
1 The Future is Now, Old Man!	1	23	115	7.93%
2 No Russian	2	21	60	4.13%
3 Soccer Mom	2	18	90	6.2%
4 Rushing the Mound	3	26	130	8.27%
5 Make it Count	4	22	110	7.58%
6 King in the Castle	5	14	70	4.82%
7 BELLTTT!	5	13	65	4.48%
8 Can't Win	7	30	150	10.34%
9 Rule 2	8	20	100	6.89%
10 Steady	8	16	80	5.51%
11 Inferno	9	30	150	10.34%
12 The B-Hole	10	24	120	8.27%
13 Rated E for Everyone	11	16	80	5.51%
14 Teeter-Totter	12	14	70	4.82%
15 Little Billy Drilly	12	12	60	4.13%

TOTALS	**299**	**1450**	**100%**

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 1

MATCH POINTS AVAILABLE: 115

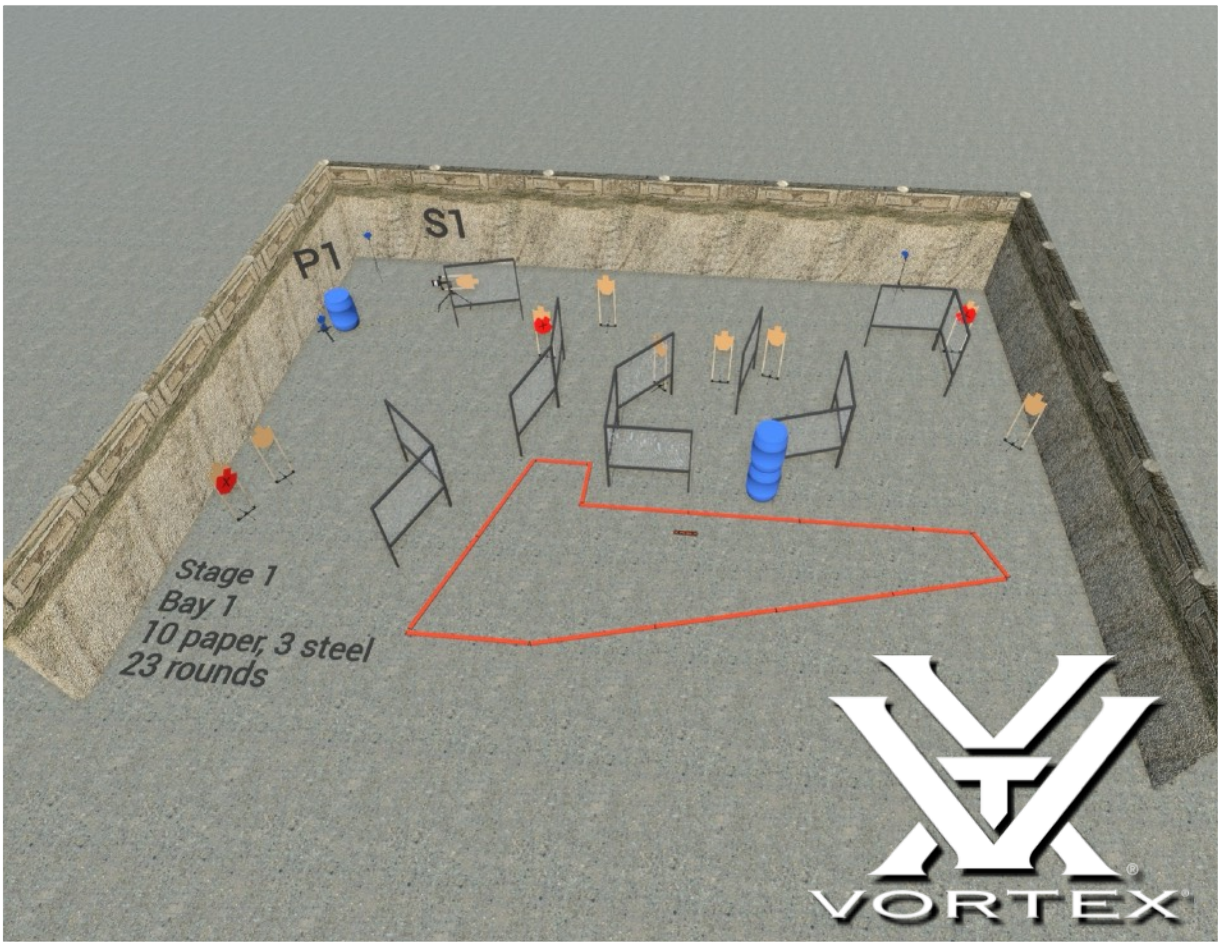
23

LOCATION: BAY 1

STAGE SPONSOR: VORTEX

DESIGNED BY: Kyle Narkum

THE FUTURE IS NOW. OLD MAN!



	Paper	Other
Target Count:	10	3 Steel

Story:	According to ancient tradition, before you may shoot the targets, someone must read you a story about why you are shooting the targets. This is that story. Solve the problem.

Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets. Popper P1 activates swinger S1.

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 2

MATCH POINTS AVAILABLE: 60

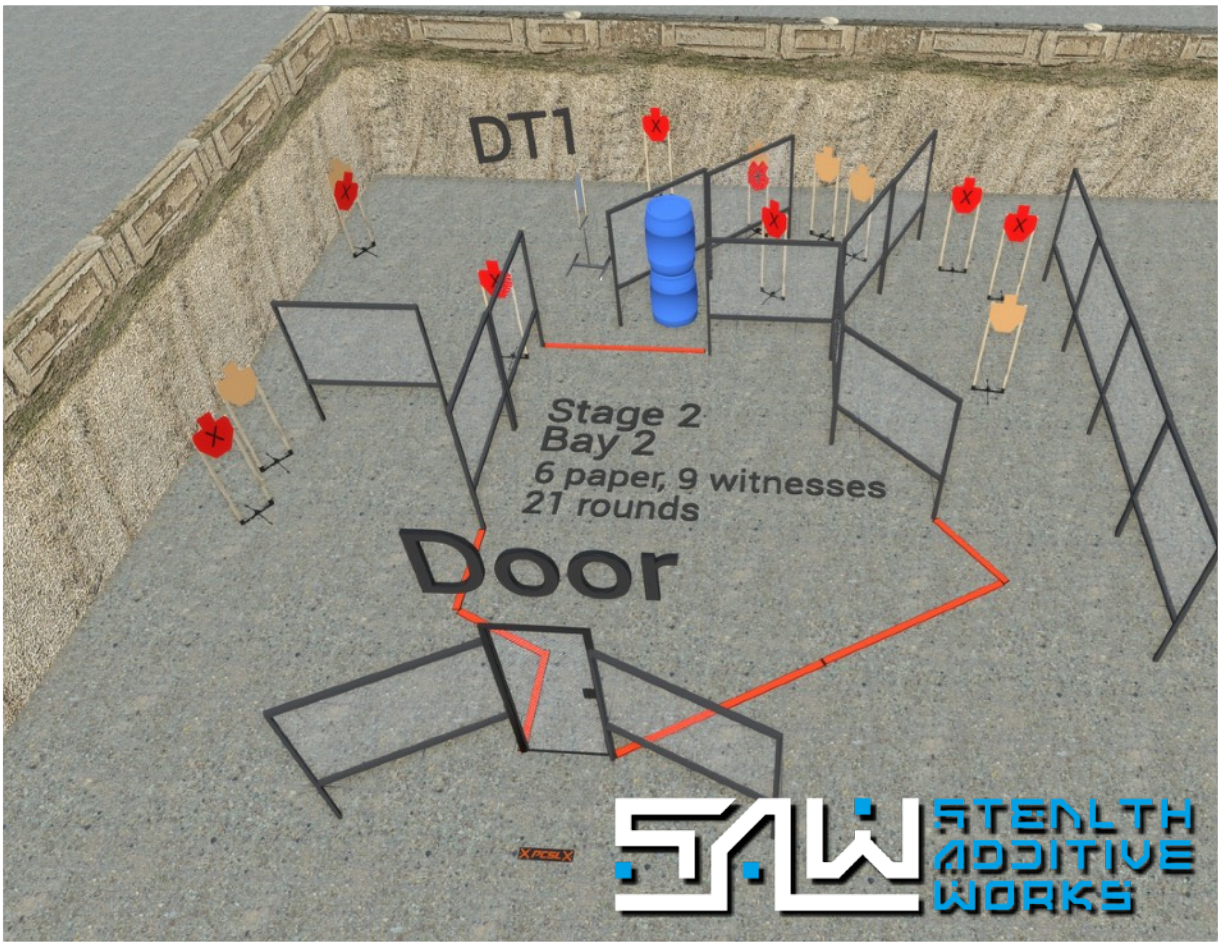
21

LOCATION: BAY 2

STAGE SPONSOR: SAW

DESIGNED BY: Jason Wood, Max Leograndis

NO RUSSIAN



	Paper	Other
Target Count:	6	9 Witness

Story:	Somewhere, in a room that doesn't officially exist, your name came up. Apparently you're the best at what you do. Apparently what you do requires a certain flexibility regarding witnesses. The terrorists have hostages. The hostages have secrets. The secrets cannot leave this building. Neither can anyone else. Solve the problem.

Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets. Opening the door activates witness target DT1.
Special Stage Condition:	One procedural penalty will be assigned per un-hit “witness” target.

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 3

MATCH POINTS AVAILABLE: 90

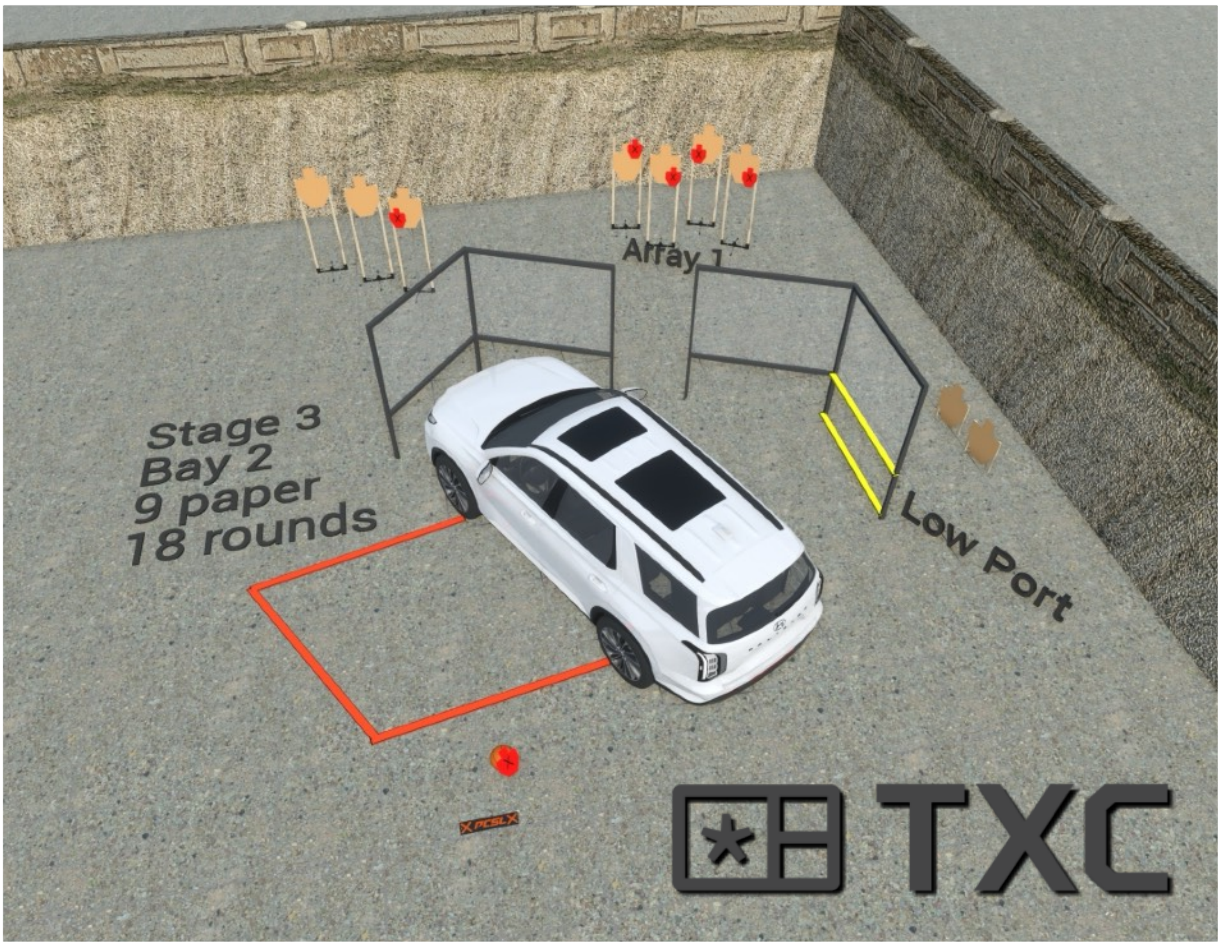
18

LOCATION: BAY 2

STAGE SPONSOR: TXC

DESIGNED BY: Max Leograndis

SOCCER MOM



	Paper	Other
Target Count:	9	

Story:	You did not expect your weekend to go this way. Nobody would have. There are kidnappers on the field. There is also a soccer ball. Little Jimmy knows which one matters more to him, and he has communicated this without ambiguity. His favorite ball must also ride home, or you'll never hear the end of it. Solve the problem.
Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Holding soccer ball with both hands.
Procedure:	Engage all targets. The inside of the van is also a shooting area. Array 1 must be engaged while completely in the van. When the last shot is fired, the soccer ball must be inside the van.

RUSHING THE MOUND

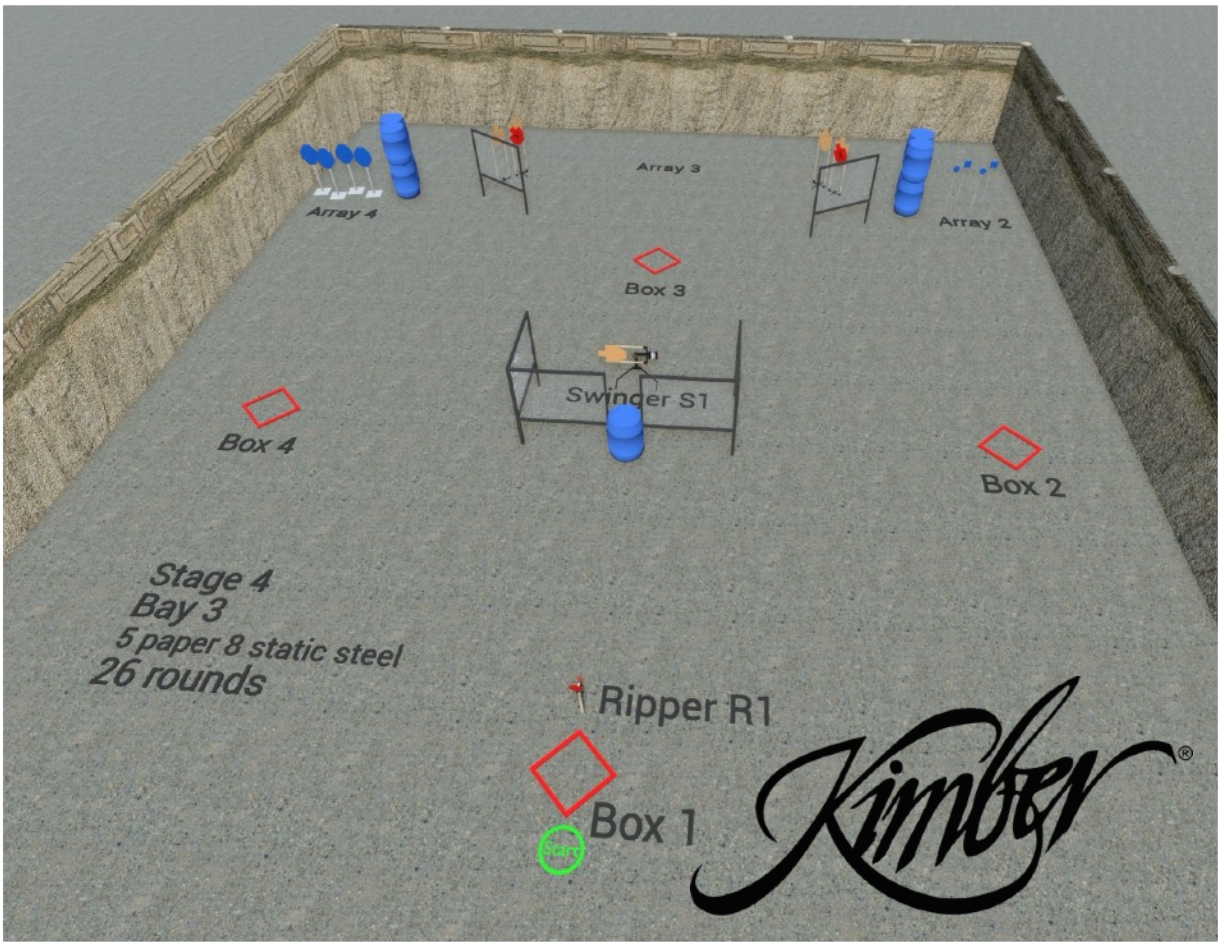
BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 4

MATCH POINTS AVAILABLE: 130

26

LOCATION: BAY 3



	Paper	Steel
Target Count:	5	8 Static Steel (2 hits each)

Story:	You didn't come to this tee-ball game for trouble. You came with a folding chair, a lukewarm coffee, and a front row seat to watch Little Jimmy absolutely dismantle the opposing team. The opposing team's parents have had enough. They've called in backup. The backup has arrived. This has gotten significantly out of hand for a Tuesday evening. Solve the problem.
Start Conditions:	Standing outside Box 1, toes touching marks. Handgun loaded and holstered. Holding bat with both hands, bat resting on either shoulder.
Procedure:	In any order, engage Arrays 1-4 from their respective boxes only. Ripper R1 activates swinger S1, and must only be activated with the bat. Array 1 consists of swinger S1 only. **Static steel targets require 2 hits each.**

STAGE SPONSOR:

KIMBER

DESIGNED BY:

Max Leograndis

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 5

MATCH POINTS AVAILABLE: 110

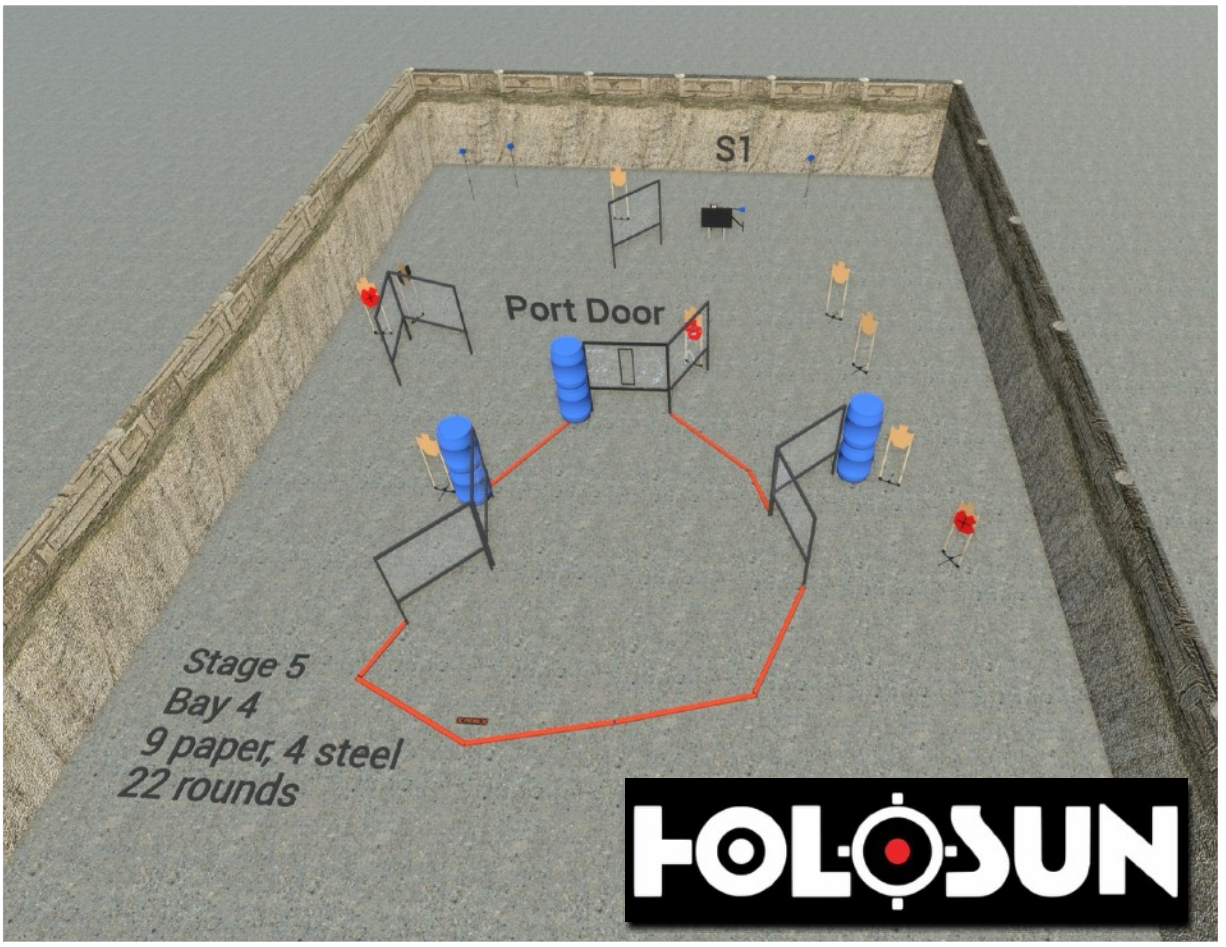
22

LOCATION: BAY 4

STAGE SPONSOR: HOLOSUN

DESIGNED BY: Kyle Narkum

MAKE IT COUNT



	Paper	Other
Target Count:	9	4 Steel

Story:	If you had one shot. One opportunity. To seize everything you ever wanted… you know how it goes. You've thought about this moment. Well, maybe not this exact moment. But something like it, hopefully. Solve the problem.
Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets. Opening the port door activates steel plate swinger S1.

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 6

MATCH POINTS AVAILABLE: 70

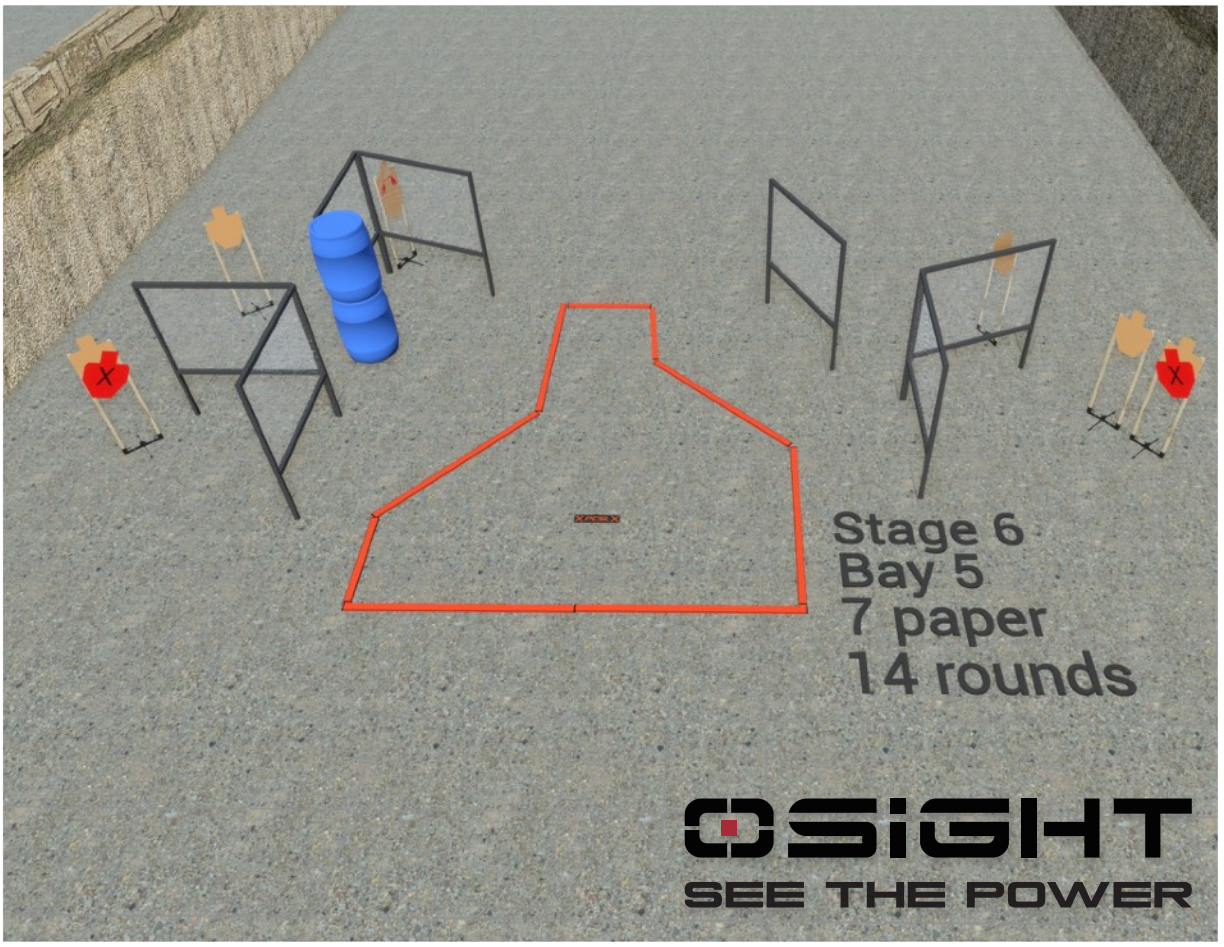
14

LOCATION: BAY 5

STAGE SPONSOR: OSIGHT

DESIGNED BY: Max Leograndis

KING IN THE CASTLE



	Paper	Other
Target Count:	7	

Story:	You were so distracted with visualizing your exact point of aim on each of the BELT plates that you totally lost track of your surroundings! You suddenly find yourself surrounded by brown targets. Solve the problem.

Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets.

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 7

MATCH POINTS AVAILABLE:

65

13

LOCATION:

BAY 5

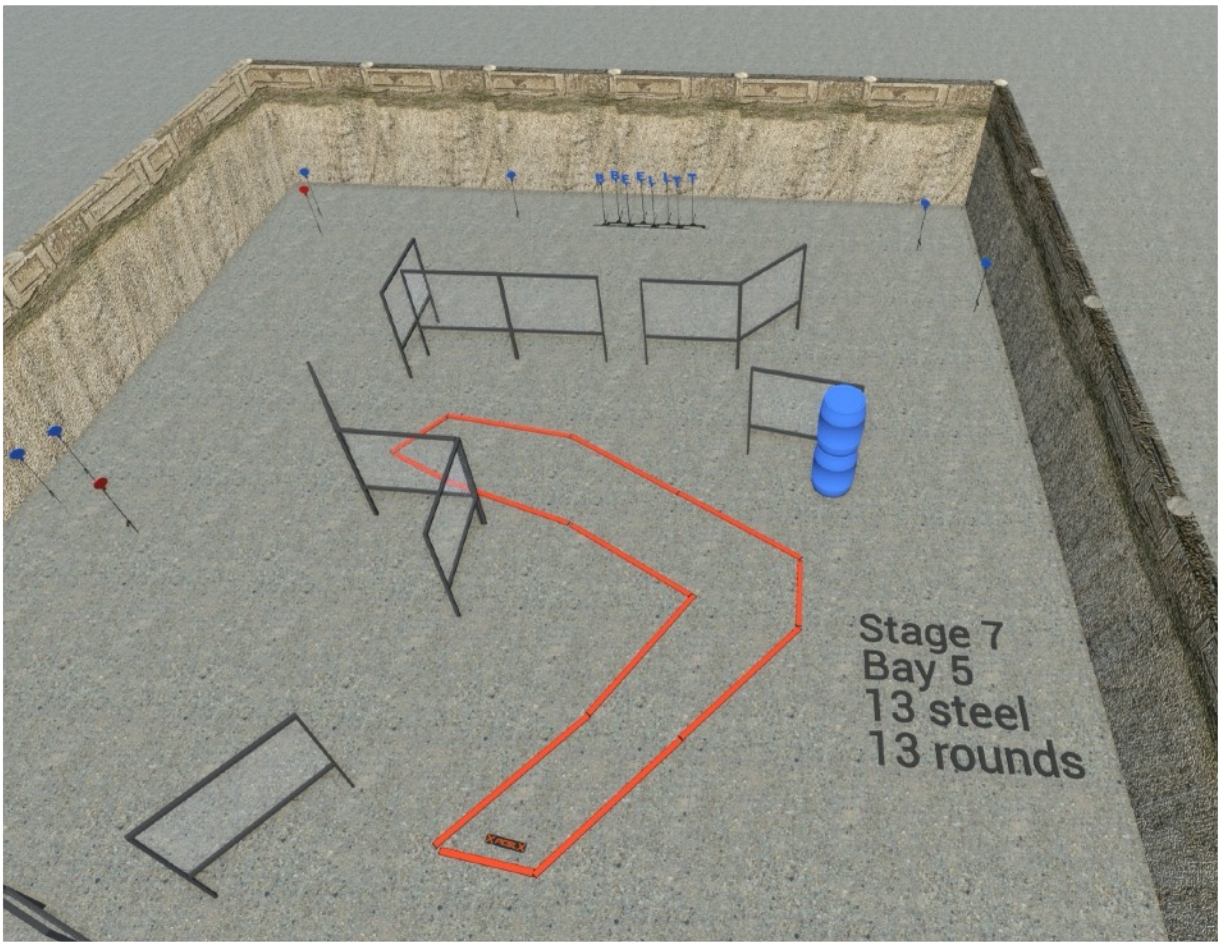
STAGE SPONSOR:

SMITH & WESSON

DESIGNED BY:

Max Leograndis

BELTTT!



	Paper	Other
Target Count:		13 Steel

Story:	Good news: the BELT plates you were visualizing last stage are real. Bad news: so are the timer… and make-up shots. Solve the problem.

Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets.
Note:	No-shoot plates must fall to score a penalty.

Smith & Wesson

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 8

MATCH POINTS AVAILABLE: 150

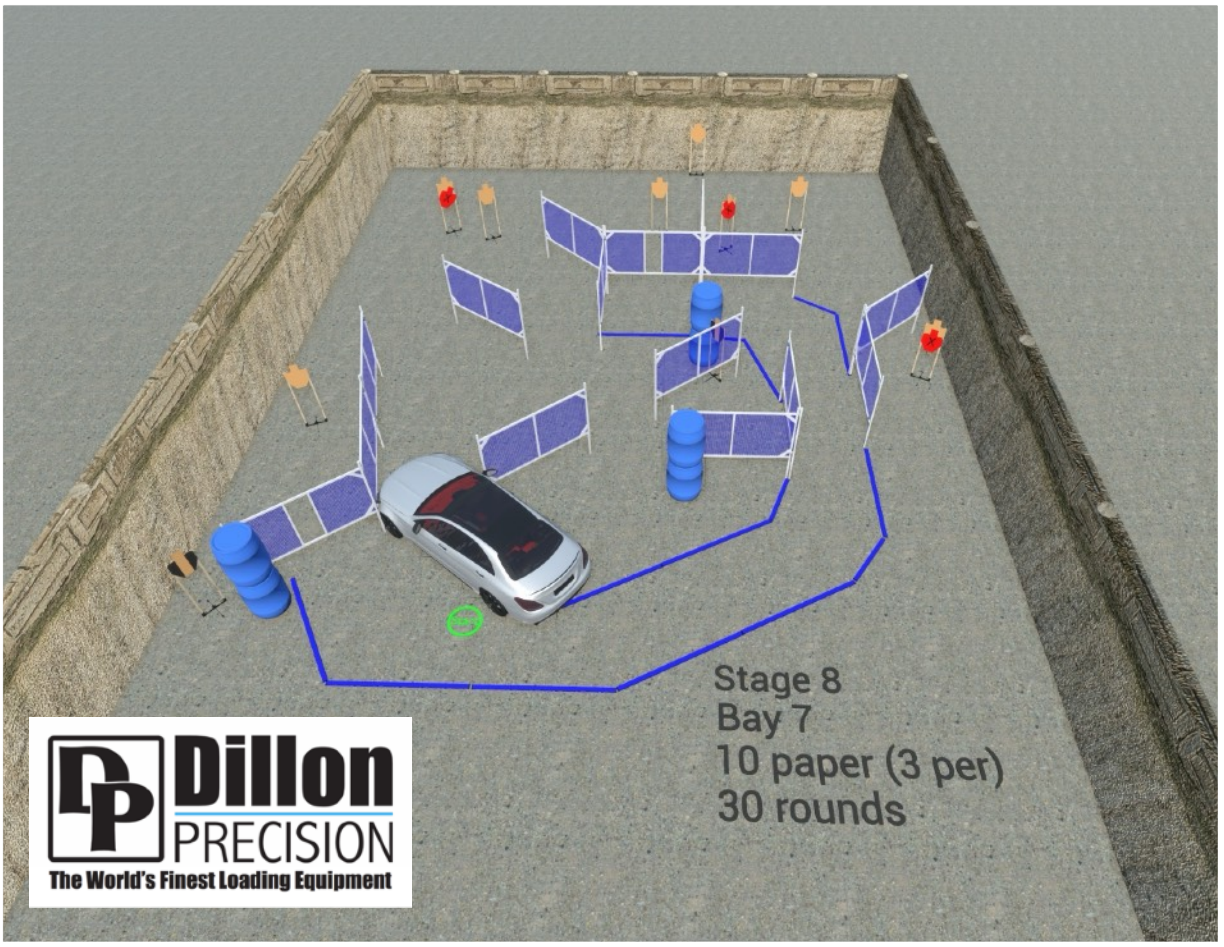
30

LOCATION: BAY 7

STAGE SPONSOR: DILLON

DESIGNED BY: Max Leograndis

CAN'T WIN



	Paper	Other
Target Count:	10 (Best 3 shots on each)	

Story:	Hit and run. You didn't even get the plates. Your bumper is hanging on by one bolt. The gas gauge hit E somewhere around exit 14, and the walk back to your ride with the fuel can was not short. And now this? You're done. They picked the wrong day to mess with you. Solve the problem.

Start Conditions:	Handgun loaded and holstered. One hand holding gas can handle, other hand touching mark.

Procedure:	Engage all targets.**Targets will be scored best 3 hits.**
Scoring Reminder:	A T-Zone hit scores the same as two separate A-Zone hits. A target with only two hits (one T, one A) will score the full 15 points available, equivalent to 3 Alpha. Individual targets cannot score higher than 15 points.

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 9

MATCH POINTS AVAILABLE: 100

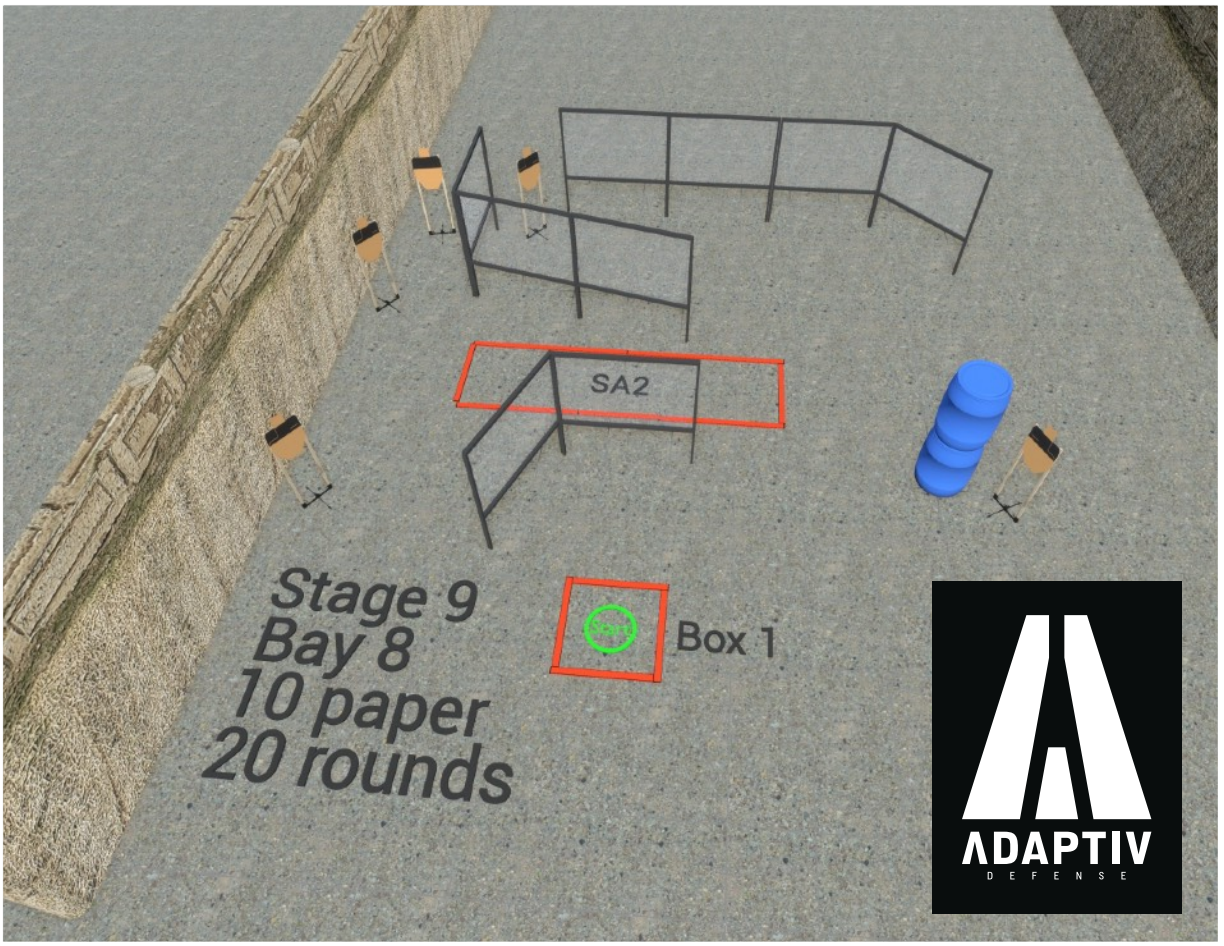
20

LOCATION: BAY 8

STAGE SPONSOR: ADAPTIV

DESIGNED BY: Max Leograndis

RULE 2



	Paper	Other
Target Count:	10	

Story:	80lb cardstock. Commercial grade. Cold pressed. They did not come to lose. Center mass doesn't seem to be doing it. Solve the problem.

Start Conditions:	Standing in Box 1. Handgun loaded and holstered. Wrists at chest level.

Procedure:	Engage all targets from either shooting area.
Target Presentation:	The hardcover strip on each target defines a border between two separate scoring targets.

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 10

MATCH POINTS AVAILABLE: 80

16

LOCATION: BAY 8

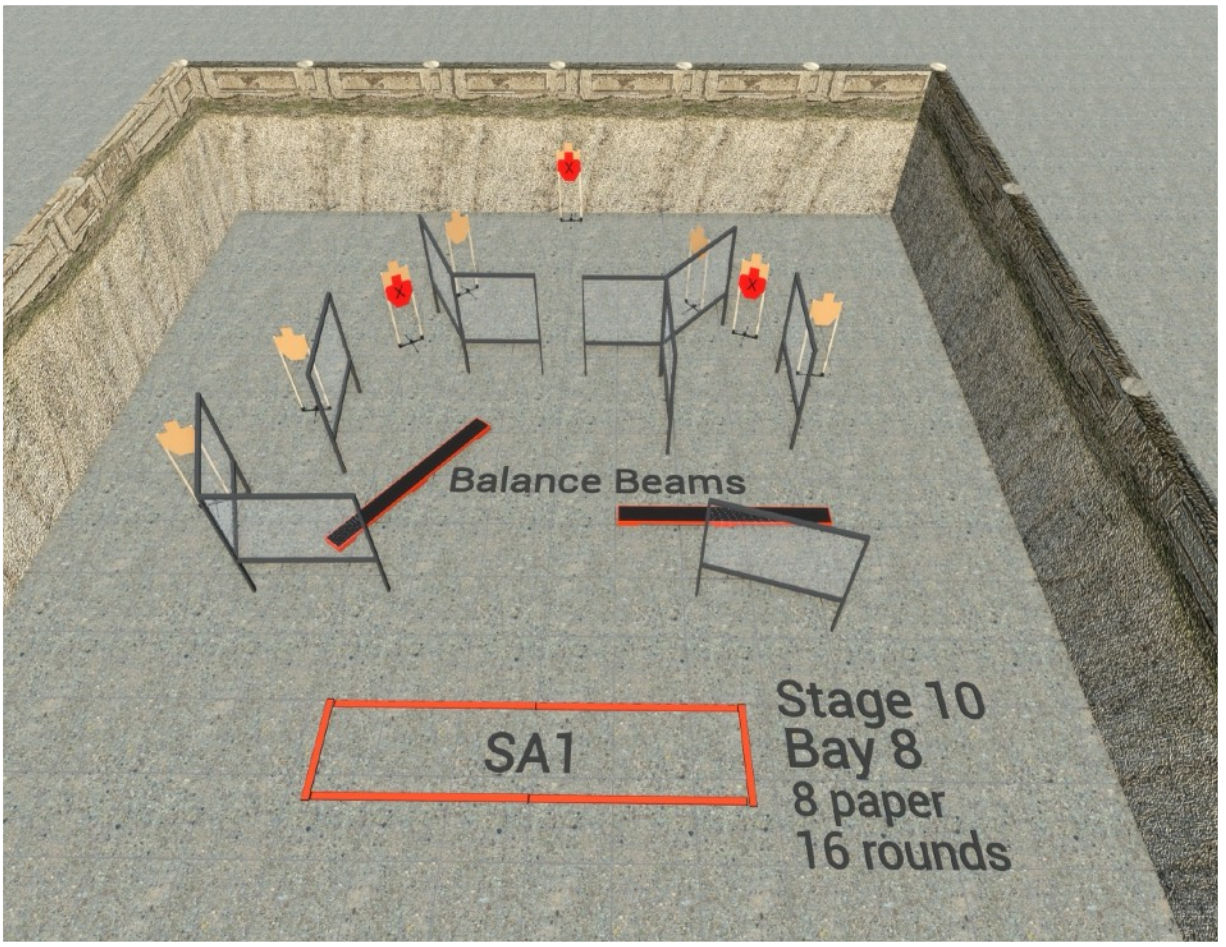
STAGE SPONSOR:

LAUGO

DESIGNED BY:

Max Leograndis

STEADY



	Paper	Other
Target Count:	8	

Story:	There are two balance beams. There are eight targets. The beams do not care about your feelings, your grip, or your split times. Solve the problem.

Start Conditions:	Standing anywhere in SA1. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets from SA1 or while fully on either balance beam.

LAUGO ARMS USA

BELT DEFENSIVE CHAMPIONSHIP PCSL

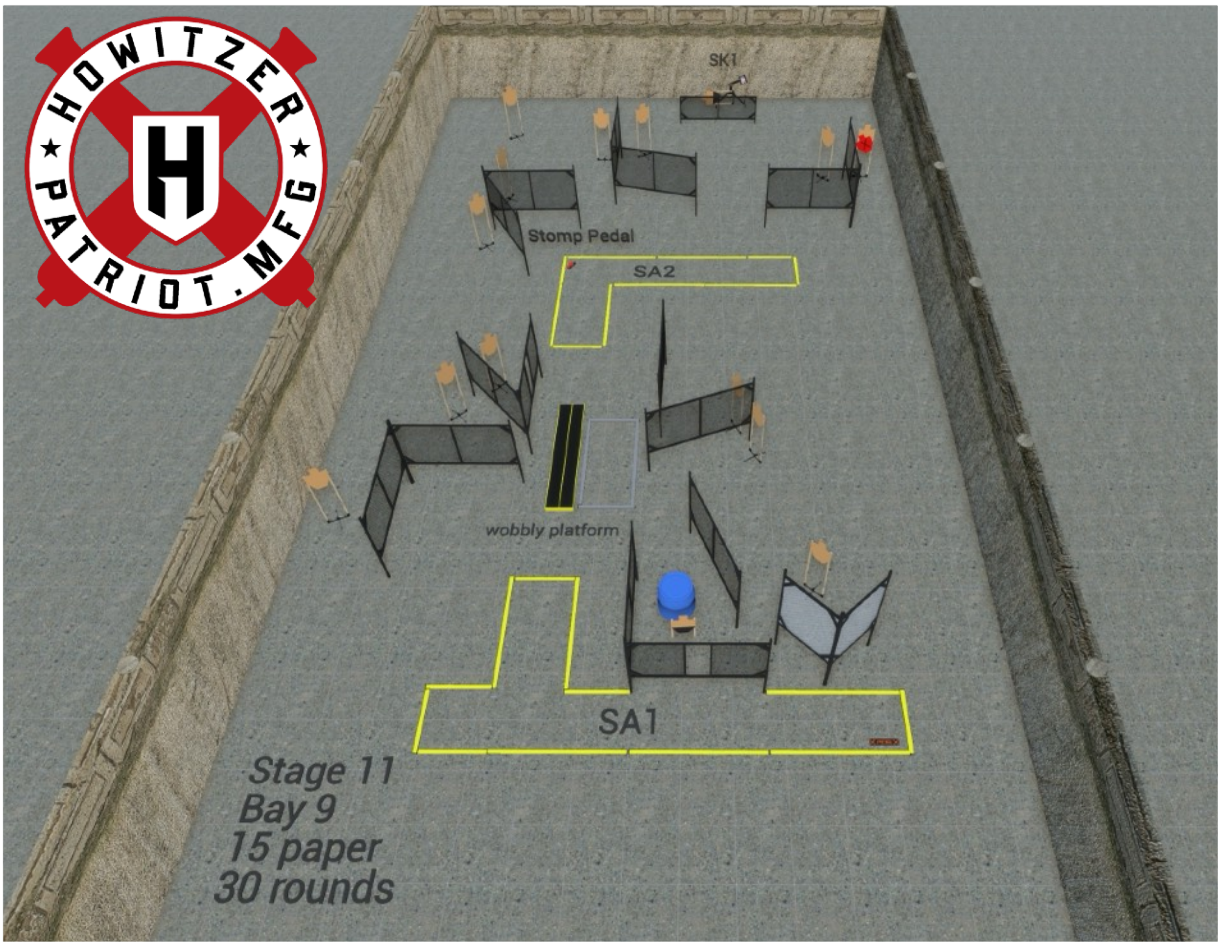
INFERNO

STAGE 11

MATCH POINTS AVAILABLE: 150

30

LOCATION: BAY 9



	Paper	Other
Target Count:	15	

Story:	You didn't have to come back. But there was a dog involved, and here you are. The building is burning itself down in real time, shedding sparks, drywall, and pieces of its own confidence as you move through it. You have been in worse situations. Arguably. The floor was more stable in those situations, but the principle is the same: there are a lot of very motivated people between you and the exit, and none of them are on your side. Solve the problem.

Start Conditions:	Standing anywhere in SA1. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets from any of the three shooting areas (SA1, SA2, or while fully on the wobbly platform). Stomp Pedal activates Sidekick Swinger SK1.
Alternative Shooting Area Option:	The box adjacent the wobbly platform is an optional shooting area that will earn 3 procedural penalties if used.

STAGE SPONSOR:

HOWITZER

DESIGNED BY:

Max Leograndis
Kyle Narkum

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 12

MATCH POINTS AVAILABLE: 120

24

LOCATION: BAY 10

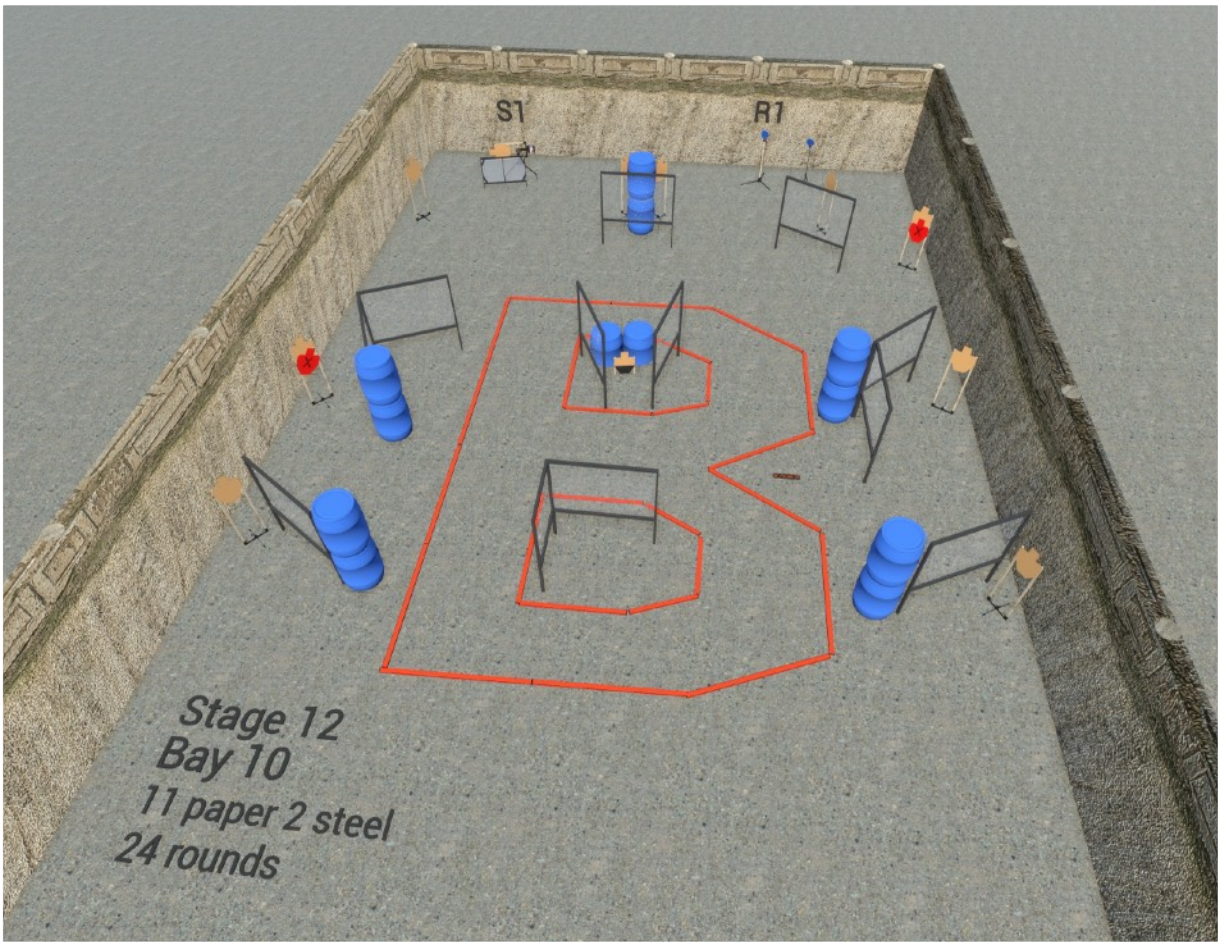
STAGE SPONSOR:

HALEY STRATEGIC
ARISE

DESIGNED BY:

Kyle Narkum

THE B-HOLE



	Paper	Other
Target Count:	11	2 Steel

Story:	If you were actually good at this, somebody would be flying a drone above you right now. And that drone would clearly see that this stage is shaped like an B. Down here though, it just feels like someone got carried away with fault lines. The only thing that'll likely be flowing on this stage is your BELT, which was meticulously crafted to move with you, not against you. Solve the problem.

Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets.

HALEY STRATEGIC®

ARISE MANUFACTURING

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 13

MATCH POINTS AVAILABLE:

80

16

LOCATION:

BAY 11

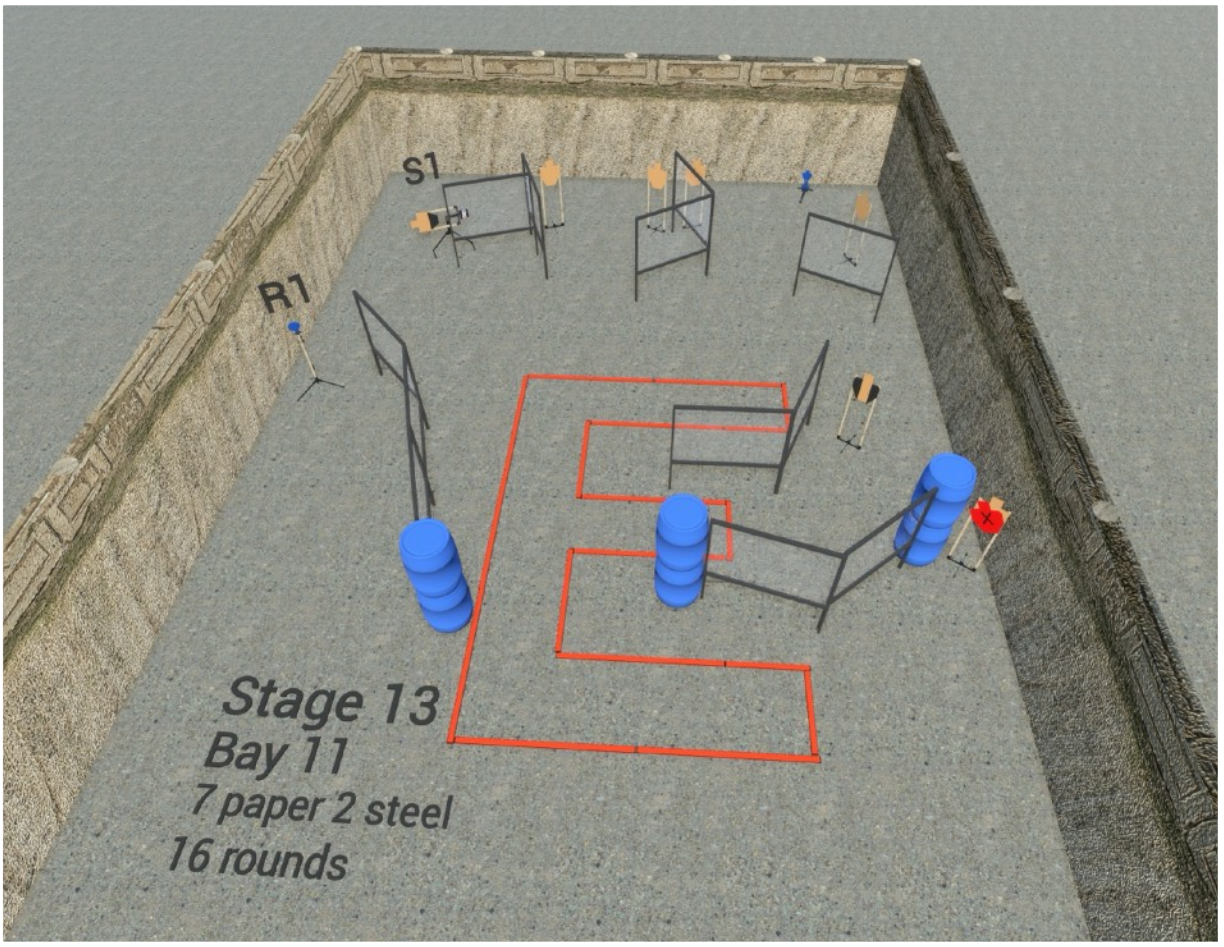
STAGE SPONSOR:

ZERMATT

DESIGNED BY:

Kyle Narkum

RATED E FOR EVERYONE



	Paper	Other
Target Count:	7	2 Steel

Story:	Story: You are a concealed carrier. You have a family, presumably. You drive a sensible vehicle. You shop at a Costco that's maybe 20 minutes from your house — further than the closer one, but the parking is better. Anyway, violent panic buyers are fighting over the last pack of toilet paper and decide to threaten your life. But nothing is getting in between you and your rotisserie chicken. Solve the problem.

Start Conditions:	Standing anywhere in shooting area. Handgun loaded and holstered. Wrists at chest level.
Procedure:	Engage all targets.

ZERMÄTT ARMS
MACHINING ACCURACY

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 14

MATCH POINTS AVAILABLE: 70

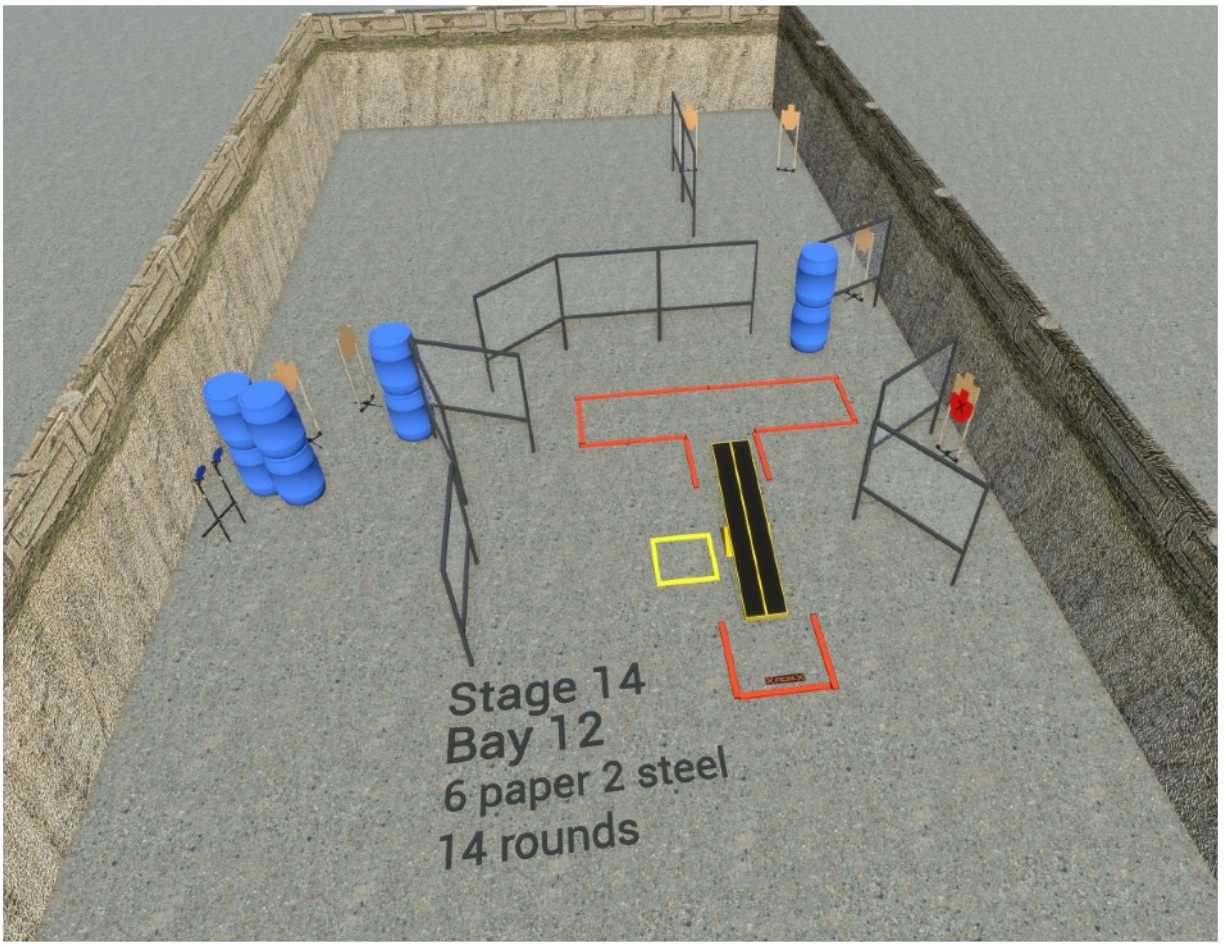
14

LOCATION: BAY 12

STAGE SPONSOR: GIBBZ

DESIGNED BY: Max Leograndis, Kyle Narkum

TEETER-TOTTER



	Paper	Steel
Target Count:	6	2 Steel

Story:	You've trained on flat ground. Flat ground was a privilege, it turns out. Solve the problem.

Start Conditions:	Heels touching rear fault line. Handgun loaded and holstered. Wrists at chest level.

Procedure:	Engage all targets. The teeter-totter platform is also a shooting area. **Failing to cross the entire teeter totter will incur 3 procedural penalties.**
Alternative Shooting Area Option:	The box adjacent the teeter-totter is an optional shooting area that will earn 3 procedural penalties if used.

GIBBZ ARMS
INNOVATION IN FIREARMS

BELT DEFENSIVE CHAMPIONSHIP PCSL

STAGE 15

MATCH POINTS AVAILABLE: 60

12

LOCATION: BAY 12

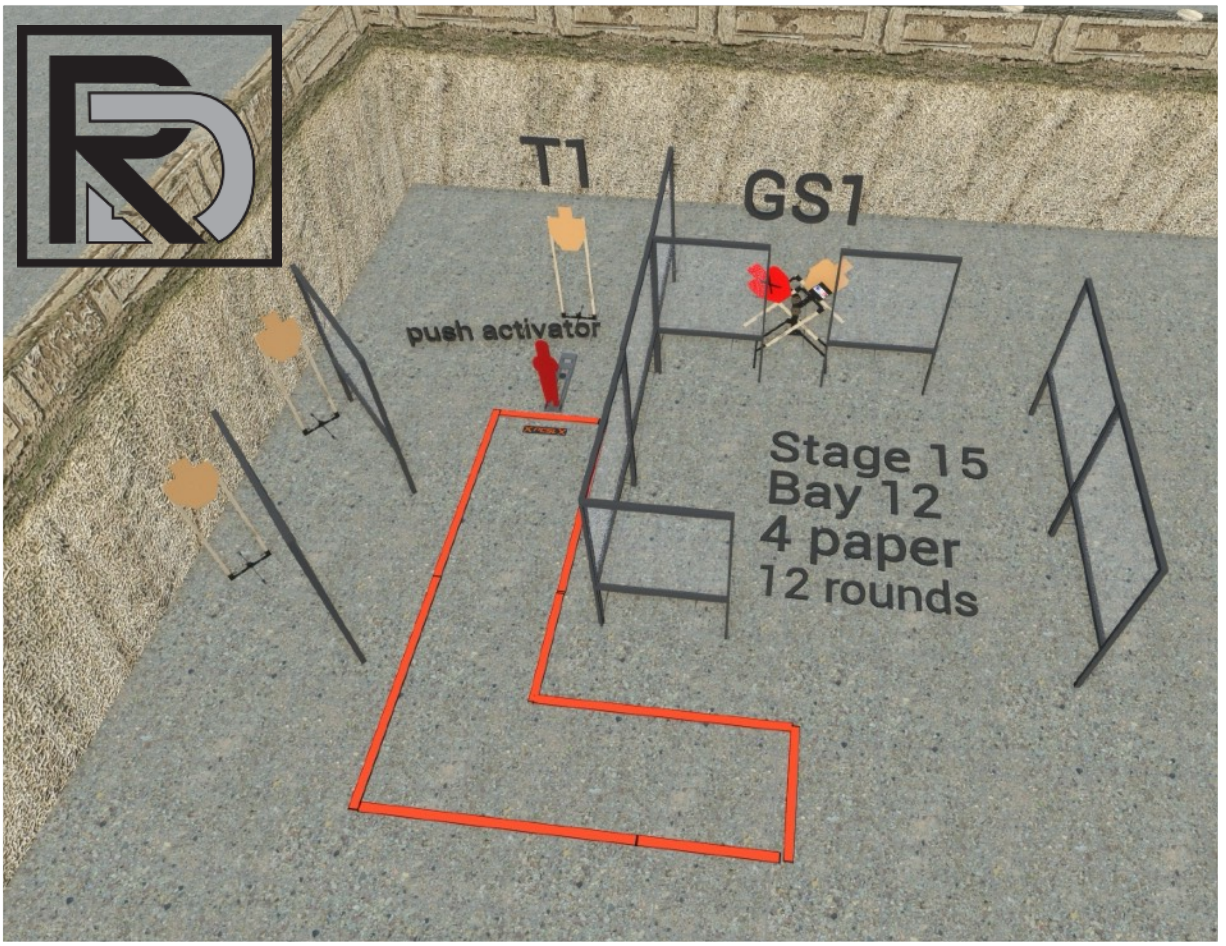
STAGE SPONSOR:

RD SUPPRESSORS

DESIGNED BY:

Max Leograndis

LITTLE BILLY DRILLY



	Paper	Other
Target Count:	4	

Story:	You've been practicing your bill drills. Great lighting. Flashy scoop draw. Only nine takes before you shot one clean. But the engagement on that video made it all worth it! That target around the corner though - it does not care about your follower count. Solve the problem.

Start Conditions:	Both feet touching start plate. Handgun loaded and holstered. Wrists at chest level. *Competitor may not be touching the push activator prior to the start signal.*

Procedure:	Engage all targets. **Target T1 is scored best six hits.** The push activator activates Gear Swinger GS1.
Scoring Reminder	A T-Zone hit scores the same as two separate A-Zone hits. If T1 has three T-Zone hits, it scores the full 30 points (equivalent to six alpha). T1 cannot score higher than 30 points.


HC
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CHAMPIONSHIP
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