PCSL

TITLE SPONSOR

VORTEX®

2026 2-GUN NATIONALS

NOVEMBER 4 TO 8, 2026 · SOUTHERN UTAH PRACTICAL SHOOTING RANGE

COMPETITOR INFO SHEET

CHECK IN, RANGE, ZONES, VENDORS AND SQUAD SCHEDULES

PRESENTED BY

ESTABLISHED SuperVel 1963

HOWITZER PATRIOT MFG

COMPETITOR INFO SHEET

CHECK IN AND STAGES

CHECKING IN

Competitors check in with PCSL staff at the Berry's Pavilion. Early match competitors may check in Tuesday from 1600 to 1800 or Wednesday morning from 0700 to 0830. Main match check in is open Thursday from 1200 to 1600 and Friday from 0800 to 1600. Friday AM competitors may check in after shooting their first rotation on Friday. All other main match competitors must check in before shooting their first rotation.

PCSL MEMBER NUMBER

A valid PCSL member number is required to shoot the event. Register for free at competitor.pcsleague.com. Any errors will be corrected at check in.

MATCH AMMO

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

STAGES

Stages will be available for inspection starting Tuesday, November 3, at 1200, then during daylight hours through the event close. No stage inspection is permitted while staff or early match squads are shooting the stage.

THE RANGE

ADDRESS

1134 S. Shooting Sports Park Rd, Hurricane, UT 84737. Open in Google Maps

RANGE RULES

SUPS range rules apply at all times in addition to the PCSL rulebook.

PRACTICE AND ZERO

E1 is the function fire bay. Steel targets in E1 may only be shot with pistol calibers. D2 is the rifle zero bay with 50+ yards available and zeroing targets provided. D1 is a pistol practice bay. No rifle calibers in D1. All three are open during daylight hours.

ROUND COUNT

Minimum round counts for Stages 1 to 14 are 282 carbine, 273 handgun and 2 shotgun (stage gun provided). The Squad Shoot-Off adds 7 carbine and 8 handgun per heat. Final stage designs will be released prior to Tuesday, November 3.

KEY TIMES

Tue 1600 to 1800	Early match check in
Wed 0700 to 0830	Early match check in
Thu 1200 to 1600	Check in, Berry's Pavilion
Fri 0800 to 1600	Check in, Berry's Pavilion
Sunrise / sunset	0705 / 1730
AM squads	Report 0720, brief at 0730
PM squads	Report 1220, brief at 1230
Sun 1730	Dinner, Harmony Building
Sun 1830	Awards



BAY MAP WITH STAGE AND ZONE LOCATIONS

ZONES AND VENDORS

ZONE SPONSORS

The main match is split into three zones of five stops. Each squad shoots one zone per day, alternating morning and afternoon sessions.

ZONE 1

RED ZONE

SPONSOR	Osight
STOPS	Squad Shoot-Off, Stages 1 to 5
BAYS	H1, H2, B1, B2, B3

ZONE 2

WHITE ZONE

SPONSOR	Irregular Design Group
STOPS	Stages 6 to 9, Vendor Stop
BAYS	G1, G2, G3, G4, F1 to F4

ZONE 3

BLUE ZONE

SPONSOR	Howitzer
STOPS	Stages 10 to 14
BAYS	E2, E3, E4, D5, D4, D3

VENDOR STOP AND VENDOR AREA

Every main match squad has a scheduled stop at the vendor area in Zone 2 (bays F1 to F4). Live fire vendors are set up in the F bays so you can shoot their products during your stop.

Live fire vendor bays are on the next page.

VENDORS ARE OPEN ALL DAY

Your scheduled vendor stop is about 50 minutes. Every booth stays open through the shooting day, so come back on your off schedule. Each vendor you visit earns you one additional grand prize raffle ticket.

Non live fire vendors are located along the parking border near the Stat Shack and Berry's Pavilion. Food and coffee are at the picnic tables outside Berry's.

SUNDAY

Dinner service begins at 1730 in the Harmony Building. Awards begin at 1830.

VENDOR STOP

Each bay hosts two live fire vendors. Your squad's scheduled stop is about 50 minutes, and every booth stays open through the shooting day.

BAY F1

LIVE FIRE

- IRREGULAR DESIGN GROUP
- METHOD ORDNANCE

BAY F2

LIVE FIRE

- AMBIENT ARMS
- DILLON RIFLE COMPANY

BAY F3

LIVE FIRE

- LAUGO ARMS
- FLUX DEFENSE

BAY F4

LIVE FIRE

- VKTR INDUSTRIES
- GENESIS ARMS

LEAGUE PARTNERS

OFFICIAL MATCH FFL



MODERN WARRIORS

144 East 2580 South, St. George, UT 84790
435-656-4590
Monday to Friday 9 to 6, Saturday 10 to 4
modernwarriors.com

SQUAD MATRIX: MAIN MATCH

MAIN MATCH DAY 1 (FRIDAY, NOVEMBER 6)

	RED ZONE · OSIGHT					WHITE ZONE · IRREGULAR DESIGN GROUP					BLUE ZONE · HOWITZER				
TIME	STAGE 1	SQUAD SHOOT-OFF	STAGES 2 & 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	VENDOR AREA	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14
0730	**101**	**102**	**103**	**104**	**105**	**106**	**107**	**108**	**109**	**110**	**111**	**112**	**113**	**114**	**115**
0830	105	101	102	103	104	110	106	107	108	109	115	111	112	113	114
0920	104	105	101	102	103	109	110	106	107	108	114	115	111	112	113
1010	103	104	105	101	102	108	109	110	106	107	113	114	115	111	112
1100	102	103	104	105	101	107	108	109	110	106	112	113	114	115	111
1130 to 1200: lunch delivered to ROs															
1230	**201**	**202**	**203**	**204**	**205**	**206**	**207**	**208**	**209**	**210**	**211**	**212**	**213**	**214**	**215**
1330	205	201	202	203	204	210	206	207	208	209	215	211	212	213	214
1420	204	205	201	202	203	209	210	206	207	208	214	215	211	212	213
1510	203	204	205	201	202	208	209	210	206	207	213	214	215	211	212
1600	202	203	204	205	201	207	208	209	210	206	212	213	214	215	211

MAIN MATCH DAY 2 (SATURDAY, NOVEMBER 7)

	RED ZONE · OSIGHT					WHITE ZONE · IRREGULAR DESIGN GROUP					BLUE ZONE · HOWITZER				
TIME	STAGE 1	SQUAD SHOOT-OFF	STAGES 2 & 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	VENDOR AREA	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14
0730	**211**	**212**	**213**	**214**	**215**	**201**	**202**	**203**	**204**	**205**	**206**	**207**	**208**	**209**	**210**
0830	215	211	212	213	214	205	201	202	203	204	210	206	207	208	209
0920	214	215	211	212	213	204	205	201	202	203	209	210	206	207	208
1010	213	214	215	211	212	203	204	205	201	202	208	209	210	206	207
1100	212	213	214	215	211	202	203	204	205	201	207	208	209	210	206
1130 to 1200: lunch delivered to ROs															
1230	**111**	**112**	**113**	**114**	**115**	**101**	**102**	**103**	**104**	**105**	**106**	**107**	**108**	**109**	**110**
1330	115	111	112	113	114	105	101	102	103	104	110	106	107	108	109
1420	114	115	111	112	113	104	105	101	102	103	109	110	106	107	108
1510	113	114	115	111	112	103	104	105	101	102	108	109	110	106	107
1600	112	113	114	115	111	102	103	104	105	101	107	108	109	110	106

SQUAD MATRIX: MAIN MATCH

MAIN MATCH DAY 3 (SUNDAY, NOVEMBER 8)

	RED ZONE · OSIGHT					WHITE ZONE · IRREGULAR DESIGN GROUP					BLUE ZONE · HOWITZER				
TIME	STAGE 1	SQUAD SHOOT-OFF	STAGES 2 & 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	VENDOR AREA	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14
0730	**106**	**107**	**108**	**109**	**110**	**111**	**112**	**113**	**114**	**115**	**101**	**102**	**103**	**104**	**105**
0830	110	106	107	108	109	115	111	112	113	114	105	101	102	103	104
0920	109	110	106	107	108	114	115	111	112	113	104	105	101	102	103
1010	108	109	110	106	107	113	114	115	111	112	103	104	105	101	102
1100	107	108	109	110	106	112	113	114	115	111	102	103	104	105	101
1130 to 1200: lunch delivered to ROs															
1230	**206**	**207**	**208**	**209**	**210**	**211**	**212**	**213**	**214**	**215**	**201**	**202**	**203**	**204**	**205**
1330	210	206	207	208	209	215	211	212	213	214	205	201	202	203	204
1420	209	210	206	207	208	214	215	211	212	213	204	205	201	202	203
1510	208	209	210	206	207	213	214	215	211	212	203	204	205	201	202
1600	207	208	209	210	206	212	213	214	215	211	202	203	204	205	201

DAILY SCHEDULE

AM squads report to stages at 0720 and begin at 0730. PM squads report at 1220 and begin at 1230.

Lunch is delivered to range officers between 1130 and 1200.

Sunday: dinner service begins at 1730 in the Harmony Building. Awards begin at 1830.

SQUAD MATRIX: EARLY MATCH

EARLY MATCH DAY 1 (WEDNESDAY, NOVEMBER 4)

	UPPER HALF							LOWER HALF						
TIME	STAGE 1	SQUAD SHOOT-OFF	STAGES 2 & 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14
All squads report to stages 15 minutes before the brief														
0845	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
1000	7	1	2	3	4	5	6	14	8	9	10	11	12	13
1100	6	7	1	2	3	4	5	13	14	8	9	10	11	12
1200	5	6	7	1	2	3	4	12	13	14	8	9	10	11
1230 to 1300: lunch delivered to squads during stage														
Afternoon block														
1345	**4**	**5**	**6**	**7**	**1**	**2**	**3**	**11**	**12**	**13**	**14**	**8**	**9**	**10**
1445	3	4	5	6	7	1	2	10	11	12	13	14	8	9
1545	2	3	4	5	6	7	1	9	10	11	12	13	14	8

EARLY MATCH DAY 2 (THURSDAY, NOVEMBER 5)

	UPPER HALF							LOWER HALF						
TIME	STAGE 1	SQUAD SHOOT-OFF	STAGES 2 & 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14
All squads report to stages 15 minutes before the brief														
0800	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
0915	14	8	9	10	11	12	13	7	1	2	3	4	5	6
1015	13	14	8	9	10	11	12	6	7	1	2	3	4	5
1115	12	13	14	8	9	10	11	5	6	7	1	2	3	4
1145 to 1215: lunch delivered to squads during stage														
Afternoon block														
1300	**11**	**12**	**13**	**14**	**8**	**9**	**10**	**4**	**5**	**6**	**7**	**1**	**2**	**3**
1400	10	11	12	13	14	8	9	3	4	5	6	7	1	2
1500	9	10	11	12	13	14	8	2	3	4	5	6	7	1

NOTES

Wednesday: staff only report to Berry's Pavilion at 0750 for the mandatory morning meeting. All squads report to stages at 0830 and begin at 0845.

Thursday: all squads report to stages at 0750 and begin at 0800.

Lunch is delivered to squads on the stage: Wednesday 1230 to 1300, Thursday 1145 to 1215.

Upper and lower halves swap days. There is no vendor stop in the early match.