PCSL

2-GUN NATIONALS 2026

TITLE SPONSOR

VORTEX®

OFFICIAL MATCH BOOK

NOVEMBER 4 TO 8, 2026

SOUTHERN UTAH PRACTICAL SHOOTING RANGE



PRESENTED BY

ESTABLISHED SuperVel 1963

HOWITZER PATRIOT MFG


VORTEX
VORTEX

CHECK IN AND STAGE INSPECTION

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.





SUPS RANGE

ADDRESS

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

RANGE RULES

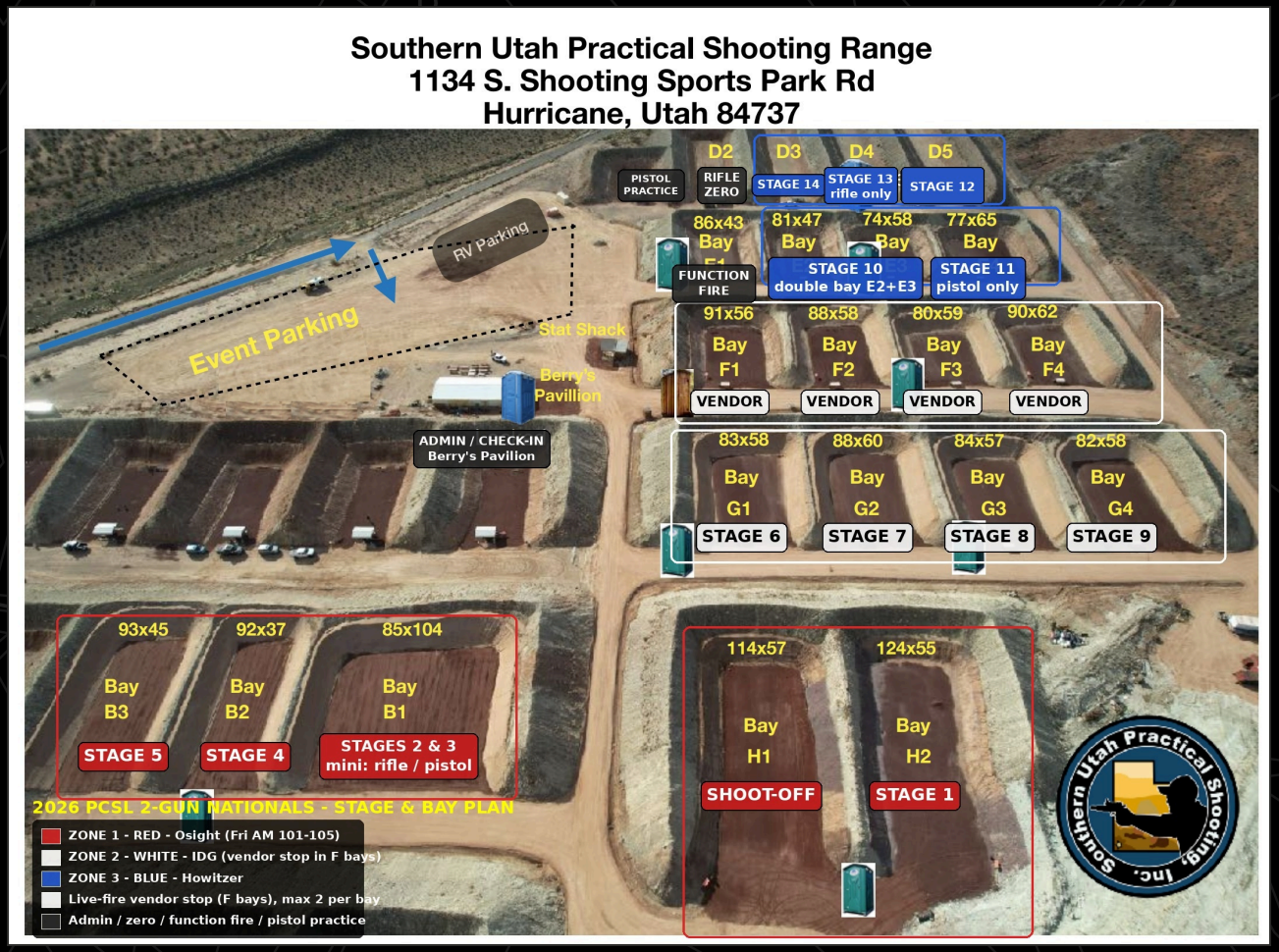
SUPS range rules apply at all times in addition to the PCSL rulebook.

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.




SUPER VEL

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

OSIGHT

STOPS	Stage 1, Squad Shoot-Off, Stages 2 to 5
BAYS	H1, H2, B1, B2, B3
SPONSOR	Osight

ZONE 2 · WHITE

IRREGULAR DESIGN GROUP

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

ZONE 3 · BLUE

HOWITZER

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

LEAGUE PARTNERS

OFFICIAL STEEL TARGET PARTNER
TARGETS USA

OFFICIAL AMMUNITION PARTNER
SUPERVEL AMMUNITION

OFFICIAL PAPER TARGET PARTNER
CHL TARGETS

OFFICIAL TIMER PARTNER
AMG LABS

OFFICIAL PASTER PARTNER
CLOAK AND DAGGER


HOWITZER
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MODERN WARRIORS

PRIZE TRANSFERS

Modern Warriors is the official FFL of the 2026 PCSL 2-Gun Nationals. Firearms won from the prize table, including those given away at the Sunday night awards, are transferred through Modern Warriors after the event. Winners will be contacted with transfer instructions.

VISIT THE SHOP

If you want to visit a gun store while you are in town, or you need any spare parts, or accessories, their St. George location is about 20 minutes from the range. They have an extremely large selection!

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

MODERN WARRIORS
YOUR TACTICAL SPECIALISTS



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OSIGHT

IRREGULAR DESIGN GROUP

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STAGE 01

ADAPTIV DEFENSE

SHOOT-OFF

HC HUNTER CONSTANTINE

STAGE 02

VKTR INDUSTRIES

STAGE 03

JACOB GREY

STAGE 04

HALEY STRATEGIC

STAGE 05

JP ENTERPRISES PERFORMANCE FIREARMS

STAGE 06

FLUX

ANTIMATTER

SNAKESTAFF SYSTEMS™

STAGE 07

HOLOSUN

STAGE 08

GENESIS ARMS

STAGE 09

UNRIVALED

Smoke COMPOSITES

STAGE 10

AMBIENT ARMS

Hornady
Accurate. Deadly. Dependable.

STAGE 11

LAUGO ARMS

STAGE 12

SUREFIRE

STAGE 13

HOWITZER®

STAGE 14

Dillon PRECISION

THANK YOU TO OUR SPONSORS

VORTEX

PCSL
PRACTICAL COMPETITION SHOOTING LEAGUE

2026 2-GUN NATIONALS

GOLD SPONSORS

A.R.T. ADVANCED RESET TECH

ATRUGS DEVELOPMENT GROUP

BREEK ARMS

CATASTROPHIC INJURY ATTORNEYS

DILLON RIFLE COMPANY

EARMOR

EBERLESTOCK

GLOCK

IWI

King of the Mountain

LayerX Suppression

MDT

MOSSBERG

RUGER

VECTOR OPTICS SINCE 2007

WOLFPACK ARMORY CUSTOM FIREARMS & PARTS

SQUAD MATRIX: EARLY MATCH

EARLY MATCH DAY 1 (WEDNESDAY, NOVEMBER 4)

	UPPER HALF							LOWER HALF						
TIME	STAGE 1	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	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.

Read across your row: each slot you move one stop to the right inside your half, then wrap to the first stop.

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	SHOOT-OFF	STAGES 2&3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	VENDORS	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	SHOOT-OFF	STAGES 2&3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	VENDORS	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	SHOOT-OFF	STAGES 2&3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	VENDORS	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.

SUNDAY

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



FIND YOUR SQUAD

Your five stops for each day, in order. The first stop of the day briefs at 0730 (AM) or 1230 (PM). SO is the Squad Shoot-Off. Vendor is the vendor stop in bays F1 to F4.

SQUAD	FRIDAY	SATURDAY	SUNDAY
101	AM · ZONE 1 1 → SO → 2 & 3 → 4 → 5	PM · ZONE 2 6 → 7 → 8 → 9 → Vendor	AM · ZONE 3 10 → 11 → 12 → 13 → 14
102	AM · ZONE 1 SO → 2 & 3 → 4 → 5 → 1	PM · ZONE 2 7 → 8 → 9 → Vendor → 6	AM · ZONE 3 11 → 12 → 13 → 14 → 10
103	AM · ZONE 1 2 & 3 → 4 → 5 → 1 → SO	PM · ZONE 2 8 → 9 → Vendor → 6 → 7	AM · ZONE 3 12 → 13 → 14 → 10 → 11
104	AM · ZONE 1 4 → 5 → 1 → SO → 2 & 3	PM · ZONE 2 9 → Vendor → 6 → 7 → 8	AM · ZONE 3 13 → 14 → 10 → 11 → 12
105	AM · ZONE 1 5 → 1 → SO → 2 & 3 → 4	PM · ZONE 2 Vendor → 6 → 7 → 8 → 9	AM · ZONE 3 14 → 10 → 11 → 12 → 13
106	AM · ZONE 2 6 → 7 → 8 → 9 → Vendor	PM · ZONE 3 10 → 11 → 12 → 13 → 14	AM · ZONE 1 1 → SO → 2 & 3 → 4 → 5
107	AM · ZONE 2 7 → 8 → 9 → Vendor → 6	PM · ZONE 3 11 → 12 → 13 → 14 → 10	AM · ZONE 1 SO → 2 & 3 → 4 → 5 → 1
108	AM · ZONE 2 8 → 9 → Vendor → 6 → 7	PM · ZONE 3 12 → 13 → 14 → 10 → 11	AM · ZONE 1 2 & 3 → 4 → 5 → 1 → SO
109	AM · ZONE 2 9 → Vendor → 6 → 7 → 8	PM · ZONE 3 13 → 14 → 10 → 11 → 12	AM · ZONE 1 4 → 5 → 1 → SO → 2 & 3
110	AM · ZONE 2 Vendor → 6 → 7 → 8 → 9	PM · ZONE 3 14 → 10 → 11 → 12 → 13	AM · ZONE 1 5 → 1 → SO → 2 & 3 → 4
111	AM · ZONE 3 10 → 11 → 12 → 13 → 14	PM · ZONE 1 1 → SO → 2 & 3 → 4 → 5	AM · ZONE 2 6 → 7 → 8 → 9 → Vendor
112	AM · ZONE 3 11 → 12 → 13 → 14 → 10	PM · ZONE 1 SO → 2 & 3 → 4 → 5 → 1	AM · ZONE 2 7 → 8 → 9 → Vendor → 6
113	AM · ZONE 3 12 → 13 → 14 → 10 → 11	PM · ZONE 1 2 & 3 → 4 → 5 → 1 → SO	AM · ZONE 2 8 → 9 → Vendor → 6 → 7
114	AM · ZONE 3 13 → 14 → 10 → 11 → 12	PM · ZONE 1 4 → 5 → 1 → SO → 2 & 3	AM · ZONE 2 9 → Vendor → 6 → 7 → 8
115	AM · ZONE 3 14 → 10 → 11 → 12 → 13	PM · ZONE 1 5 → 1 → SO → 2 & 3 → 4	AM · ZONE 2 Vendor → 6 → 7 → 8 → 9

SQUAD	FRIDAY	SATURDAY	SUNDAY
201	PM · ZONE 1 1 → SO → 2 & 3 → 4 → 5	AM · ZONE 2 6 → 7 → 8 → 9 → Vendor	PM · ZONE 3 10 → 11 → 12 → 13 → 14
202	PM · ZONE 1 SO → 2 & 3 → 4 → 5 → 1	AM · ZONE 2 7 → 8 → 9 → Vendor → 6	PM · ZONE 3 11 → 12 → 13 → 14 → 10
203	PM · ZONE 1 2 & 3 → 4 → 5 → 1 → SO	AM · ZONE 2 8 → 9 → Vendor → 6 → 7	PM · ZONE 3 12 → 13 → 14 → 10 → 11
204	PM · ZONE 1 4 → 5 → 1 → SO → 2 & 3	AM · ZONE 2 9 → Vendor → 6 → 7 → 8	PM · ZONE 3 13 → 14 → 10 → 11 → 12
205	PM · ZONE 1 5 → 1 → SO → 2 & 3 → 4	AM · ZONE 2 Vendor → 6 → 7 → 8 → 9	PM · ZONE 3 14 → 10 → 11 → 12 → 13
206	PM · ZONE 2 6 → 7 → 8 → 9 → Vendor	AM · ZONE 3 10 → 11 → 12 → 13 → 14	PM · ZONE 1 1 → SO → 2 & 3 → 4 → 5
207	PM · ZONE 2 7 → 8 → 9 → Vendor → 6	AM · ZONE 3 11 → 12 → 13 → 14 → 10	PM · ZONE 1 SO → 2 & 3 → 4 → 5 → 1
208	PM · ZONE 2 8 → 9 → Vendor → 6 → 7	AM · ZONE 3 12 → 13 → 14 → 10 → 11	PM · ZONE 1 2 & 3 → 4 → 5 → 1 → SO
209	PM · ZONE 2 9 → Vendor → 6 → 7 → 8	AM · ZONE 3 13 → 14 → 10 → 11 → 12	PM · ZONE 1 4 → 5 → 1 → SO → 2 & 3
210	PM · ZONE 2 Vendor → 6 → 7 → 8 → 9	AM · ZONE 3 14 → 10 → 11 → 12 → 13	PM · ZONE 1 5 → 1 → SO → 2 & 3 → 4
211	PM · ZONE 3 10 → 11 → 12 → 13 → 14	AM · ZONE 1 1 → SO → 2 & 3 → 4 → 5	PM · ZONE 2 6 → 7 → 8 → 9 → Vendor
212	PM · ZONE 3 11 → 12 → 13 → 14 → 10	AM · ZONE 1 SO → 2 & 3 → 4 → 5 → 1	PM · ZONE 2 7 → 8 → 9 → Vendor → 6
213	PM · ZONE 3 12 → 13 → 14 → 10 → 11	AM · ZONE 1 2 & 3 → 4 → 5 → 1 → SO	PM · ZONE 2 8 → 9 → Vendor → 6 → 7
214	PM · ZONE 3 13 → 14 → 10 → 11 → 12	AM · ZONE 1 4 → 5 → 1 → SO → 2 & 3	PM · ZONE 2 9 → Vendor → 6 → 7 → 8
215	PM · ZONE 3 14 → 10 → 11 → 12 → 13	AM · ZONE 1 5 → 1 → SO → 2 & 3 → 4	PM · ZONE 2 Vendor → 6 → 7 → 8 → 9

VENDOR STOP

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.

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

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.

STAGE LIST, LOCATION AND ROUND COUNT

STAGE	BAY	CARBINE	HANDGUN	POINTS	% TOTAL
01. Jalapeño Trip	H2	28	21	245	8.77%
Shoot-Off	H1	7 per heat	8 per heat	Not scored in the match	
02. Collateral	B1	20	/	100	3.58%
03. Grey Area	B1	/	32	160	5.72%
04. Yoshi	B2	24	23	235	8.41%
05. Omega	B3	24	22	230	8.23%
06. Red Tape	G1	26	20	230	8.23%
07. Passenger Princess	G2	30	16	230	8.23%
08. Dnipro	G3	22	20	230	8.23%
09. Divided	G4	24	24	240	8.59%
10. Double Doody	E2 and E3	20	19	195	6.98%
11. T.B.A.P.S. 2	E4	/	35	175	6.26%
12. Juice Box	D5	16	24	200	7.16%
13. Trailer Park Warlord	D4	29	/	145	5.19%
14. Decapper	D3	19	17	180	6.44%
Stages 1 to 14		282	273	2795	



Many stage briefs use a default start position to keep briefings short. Review the following excerpt from the PCSL General Rulebook for the default start position definitions.

COMPETITOR AND 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 If any aspect of the competitor's or firearm's start condition is left unspecified by the WSB, the following default start conditions apply:

7.3.3.1 Firearm loaded, in a Safe Condition per Section 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. Additionally, Concealment Garments may not be in either hand prior to the start signal.

7.3.3.3 If the competitor starts with a long gun: carbine or shotgun held with stock touching belt and muzzle pointed generally downrange.

STAGE 01

BAY H2

12

4

10

1

4

28

21

MATCH POINTS
245

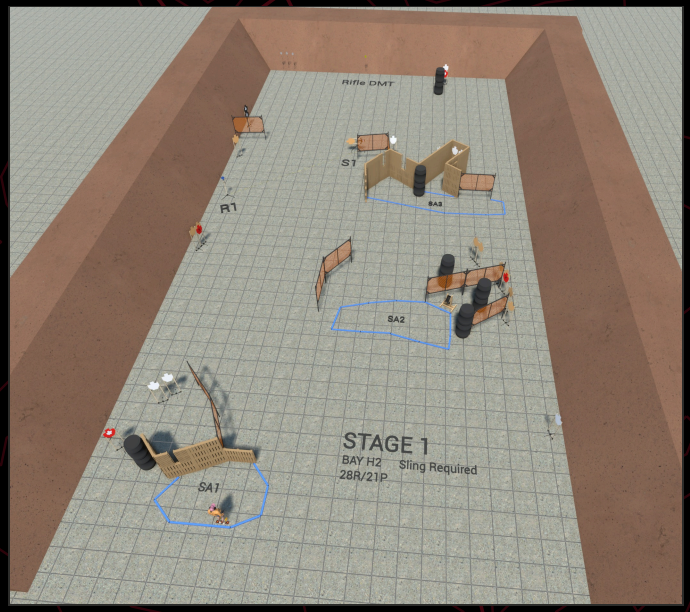
PAR TIME
180

STAGE SPONSOR
ADAPTIV DEFENSE

DESIGNED BY
MAX LEOGRANDIS

JALAPEÑO TRIP

TWO-GUN



ADAPTIV DEFENSE

CARBINE TARGETS
28 Rounds | 8 Practical Paper, 4 Mini Practical Paper, 4 Static Steel

HANDGUN TARGETS
21 Rounds | 10 Practical Paper, 1 Falling Steel

START POSITION
Competitor: Standing with both feet touching the start plate.
Starting firearm: Carbine
Carbine: Holding loaded carbine
Handgun: Loaded and holstered

PROCEDURE
Engage carbine targets from SA1, then engage the carbine DMT per rulebook 7.5. Sling carbine and engage all handgun targets from either SA1 or SA2, then engage the remaining carbine targets from SA3.

ACTIVATED TARGETS
Ripper R1 activates S1.

ADDITIONAL RESTRICTIONS
Sling required. Once the competitor fires a shot from a new shooting area, they may not return to a previously used shooting area for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

SHOOT-OFF

BAY H1

2

3

2

4

7

8

PER HEAT

PAR TIME

30s per heat

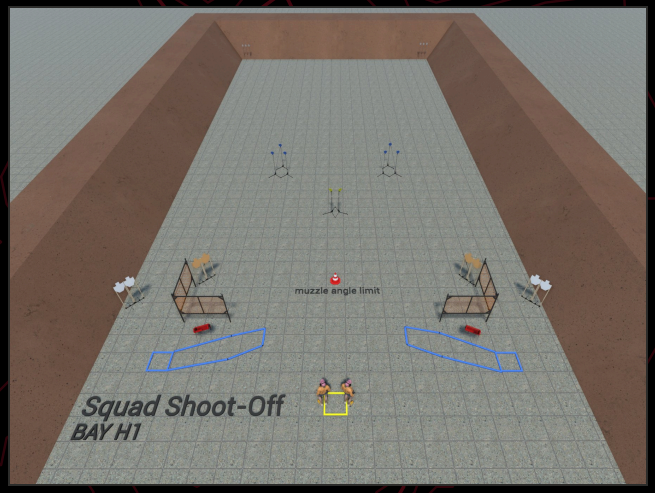
STAGE SPONSOR

BELT

DESIGNED BY

MAX LEOGRANDIS & JASON WOOD

SQUAD SHOOT-OFF



HC

HUNTER

CONSTANTINE

CARBINE TARGETS

7 Rounds per heat | 2 Practical Paper, 3 Static Steel

HANDGUN TARGETS

8 Rounds per heat | 2 Practical Paper, 4 Falling Steel (including stop plate)

START POSITION

Competitor: Standing with one foot inside the start box.
Starting firearm: Carbine
Carbine: Loaded
Handgun: Loaded and holstered

PROCEDURE

Engage all targets on the competitor's side of the bay from the competitor's shooting area. The stop plate must be engaged last. Static carbine steel must be engaged from completely within the competitor's respective box.

SCORING

All paper targets must have two hits anywhere to be neutralized. For this shoot-off, a single T-zone hit does NOT suffice. The winner of each heat is the competitor who knocks their stop plate down first after all of their other targets have been neutralized. Competitors must neutralize all their targets within the par +0.30s to advance. If neither competitor clears their arrays within this time, both lose the heat and will be eliminated.

BRACKET

A random RO16 bracket is generated for each squad. Round 1 byes are assigned from the top down. All match-ups are best of 1 except the finals, which are best of 3.

ADDITIONAL RESTRICTIONS

The indicated muzzle angle marker restricts each competitor's acceptable safe angles from their respective sides toward the center of the bay.

STAGE 02

BAY B1

10

2

20

MATCH POINTS
100

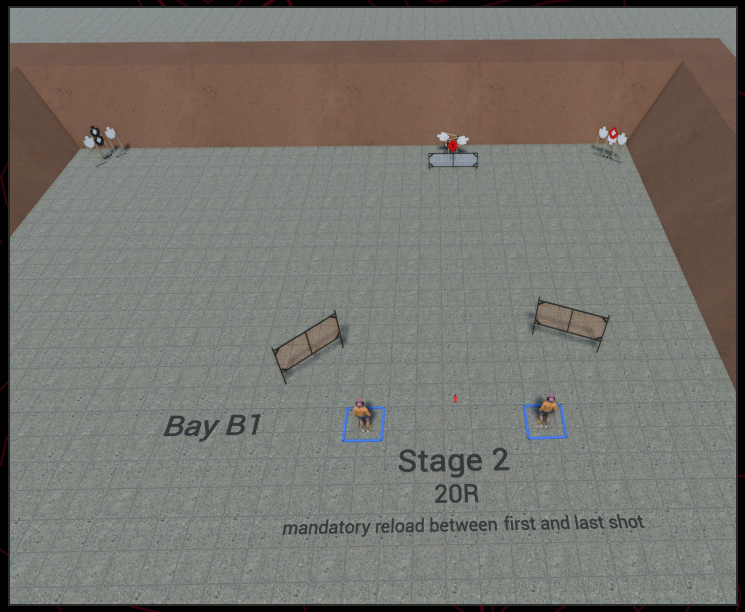
PAR TIME
120

STAGE SPONSOR
VKTR INDUSTRIES

DESIGNED BY
MAX LEOGRANDIS

COLLATERAL

CARBINE-ONLY



VKTR INDUSTRIES

CARBINE TARGETS

20 Rounds | 7 Practical Paper, 3 Mini Practical Paper

START POSITION

Competitor: Standing in either box.
Starting firearm: Carbine
Carbine: Loaded, default

PROCEDURE

Engage all targets from within either shooting box.

ACTIVATED TARGETS

The stomp pedal activates the butterfly swinger.
Reminder: since the static no shoot and each practical target on the butterfly array are in separate planes, shots passing through multiple targets still score.

ADDITIONAL RESTRICTIONS

Mandatory reload between the first and last shot. Failure to perform the mandatory reload will result in 3 procedural penalties.

STAGE 03

BAY B1

16

3

32

MATCH POINTS
160

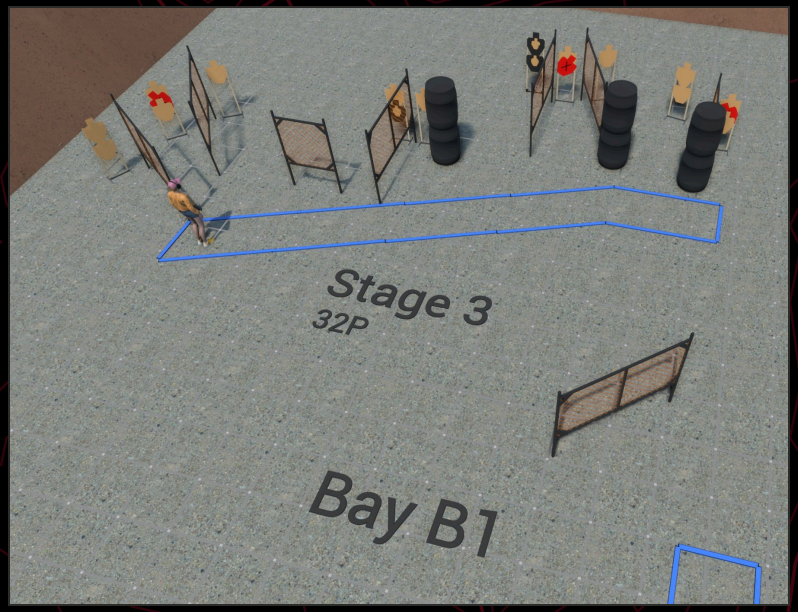
PAR TIME
120

STAGE SPONSOR
JACOB GREY

DESIGNED BY
MAX LEOGRANDIS

GREY AREA

HANDGUN-ONLY



JACOB GREY

HANDGUN TARGETS

32 Rounds | 13 Practical Paper, 3 Mini Practical Paper

START POSITION

Competitor: Standing anywhere inside the shooting area.

Starting firearm: Handgun

Handgun: Loaded and holstered, default

PROCEDURE

Engage all targets from within the shooting area.

STAGE 04

BAY B2

12

10

3

6

24

23

MATCH POINTS
235

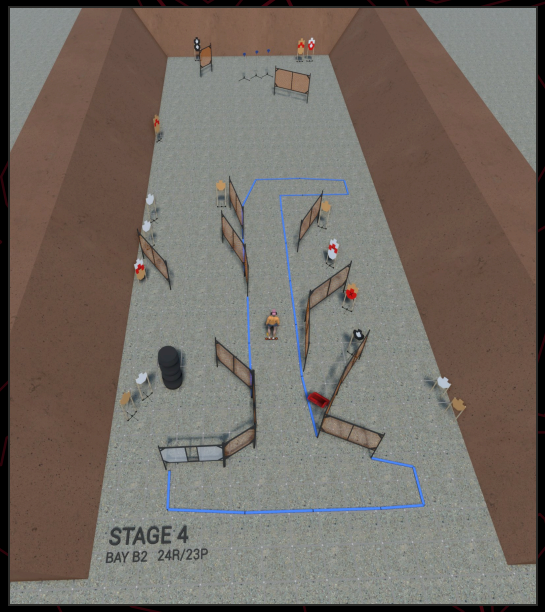
PAR TIME
180

STAGE SPONSOR
HALEY STRATEGIC

DESIGNED BY
TOMASZ CHIOSSI

YOSHI

TWO-GUN



HALEY STRATEGIC®

CARBINE TARGETS

24 Rounds | 8 Practical Paper, 4 Mini Practical Paper

HANDGUN TARGETS

23 Rounds | 10 Practical Paper, 3 Falling Steel

START POSITION

Competitor: Standing with both feet touching the start plate.

Starting firearm: Carbine

Carbine: Loaded, default

Handgun: Loaded and holstered

PROCEDURE

Engage all targets from within the shooting area.

STAGE 05

BAY B3

12

10

2

8

24

22

MATCH POINTS
230

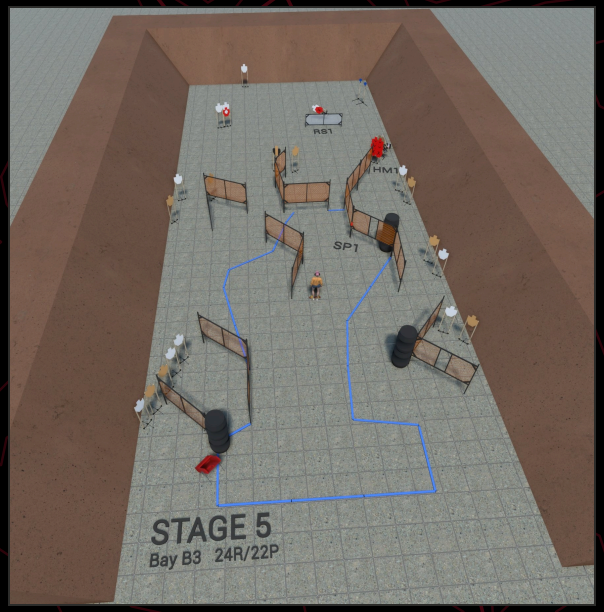
PAR TIME
180

STAGE SPONSOR
JP ENTERPRISES

DESIGNED BY
JASON WOOD & MAX LEOGRANDIS

OMEGA

TWO-GUN



CARBINE TARGETS

24 Rounds | 11 Practical Paper, 1 Mini Practical Paper

HANDGUN TARGETS

22 Rounds | 10 Practical Paper, 2 Falling Steel

START POSITION

Competitor: Standing with both feet touching the start plate.

Starting firearm: Handgun

Carbine: Loaded, staged in dump box

Handgun: Loaded, default

PROCEDURE

Engage all targets from within the shooting area.

ACTIVATED TARGETS

Stomp pedal SP1 activates the carbine swinger and the handgun Holy Monkey.

STAGE 06

BAY G1

13

8

4

5

26

20

MATCH POINTS
230

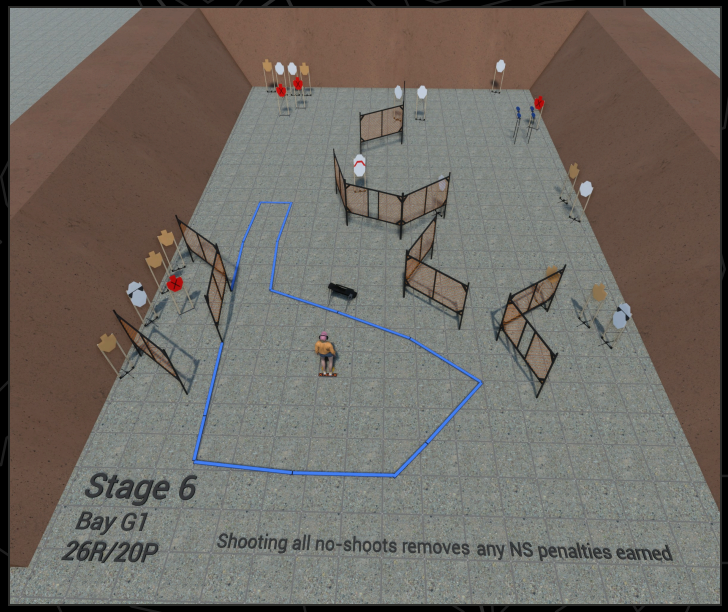
PAR TIME
180

STAGE SPONSOR
FLUX, ANTIMATTER AND SNAKESTAFF

DESIGNED BY
MAX LEOGRANDIS & LUKE FAUST

RED TAPE

TWO-GUN



FLUX

ANTIMATTER™

SNAKESTAFF SYSTEMS™

CARBINE TARGETS

26 Rounds | 13 Competition Paper

HANDGUN TARGETS

20 Rounds | 8 Practical Paper, 4 Falling Steel

START POSITION

Competitor: Standing with both feet touching the start plate.

Starting firearm: Handgun

Carbine: Loaded, staged in dump box

Handgun: Loaded and holstered, default

PROCEDURE

Engage all targets from within the shooting area.

NON-STANDARD SCORING

If all no-shoots have at least one hit, no-shoot penalties will be ignored.

STAGE 07

BAY G2

10

5

1

1

30

16

MATCH POINTS
230

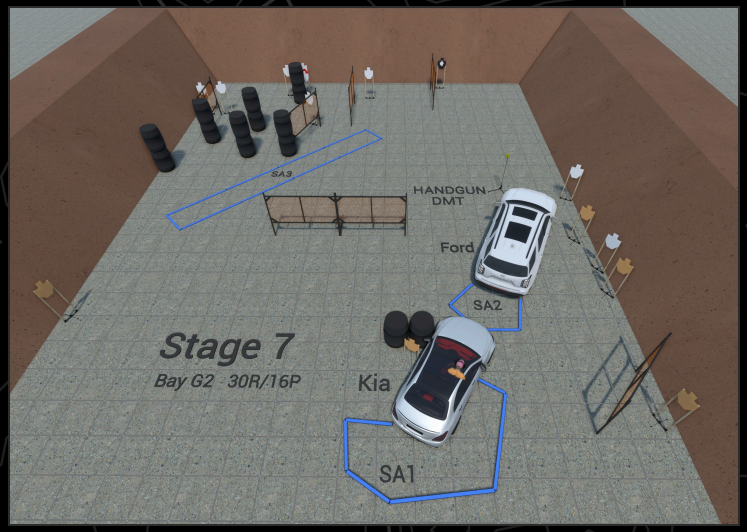
PAR TIME
180

STAGE SPONSOR
HOLOSUN

DESIGNED BY
MAX LEOGRANDIS

PASSENGER PRprincess

TWO-GUN



HOLOSUN

CARBINE TARGETS
30 Rounds | 9 Practical Paper, 1 Mini Practical Paper (best 3 hits each)

HANDGUN TARGETS
16 Rounds | 5 Practical Paper (best 3 hits each), 1 Falling Steel

START POSITION
Competitor: Seated in the front passenger seat of the Kia with the passenger door closed. Right hand holding the grab handle above the door, left hand touching the climate control knob.
Starting firearm: Handgun
Carbine: Bolt closed on an empty chamber, magazine inserted, staged in the dump box in the back of the Ford Explorer.
Handgun: Slide closed on an empty chamber, magazine inserted, laying unsupported on the Hogue mat secured to the dash, muzzle generally downrange.

PROCEDURE
Engage all handgun targets from SA1. Engage the handgun DMT per rulebook 7.5. Engage all carbine targets from either SA2 or SA3. The passenger seat of the Kia is considered within SA1.

NON-STANDARD SCORING
All paper targets on this stage score best 3 hits. A T-zone hit counts as two A-zone hits.

DISALLOWED ACTIONS
Competitors may not engage any target by shooting through any physical structure of a vehicle, including closed windows and windshields. Doing so will result in a "STOP!" command and a Stage DQ per rulebook 7.12.

STAGE 08

BAY G3

11

8

4 1 1

3

2

22

20

MATCH POINTS
230

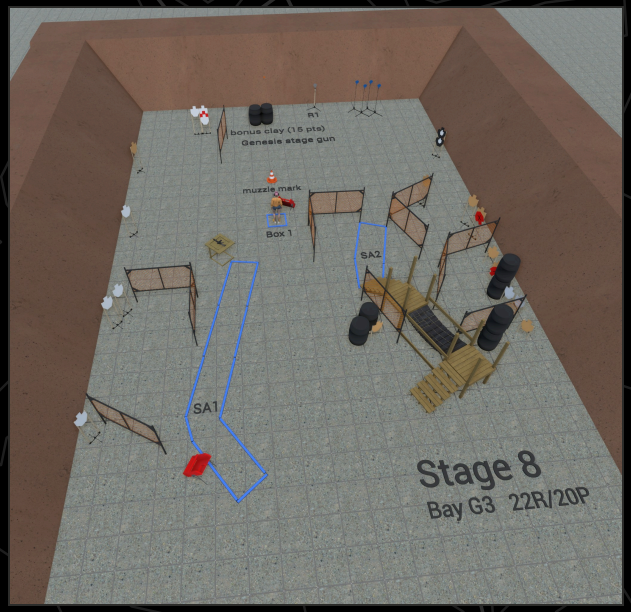
PAR TIME
180

STAGE SPONSOR
GENESIS ARMS

DESIGNED BY
MAX LEOGRANDIS

DNIPRO

TWO-GUN



GENESIS ARMS®

CARBINE TARGETS

22 Rounds | 9 Practical Paper, 2 Mini Practical Paper

HANDGUN TARGETS

20 Rounds | 8 Practical Paper, 4 Falling Steel

SHOTGUN TARGETS

1 Falling Steel, 1 Bonus Aerial Clay (15 points)

START POSITION

Competitor: Standing anywhere in Box 1.
Starting firearm: Genesis stage shotgun
Shotgun: Loaded with 2 rounds. Held with safety on, muzzle pointed at the mark.
Carbine: Bolt closed on an empty chamber, magazine inserted, staged on the table with barrel aligned with the mark.
Handgun: Unloaded and holstered.

PROCEDURE

Engage Ripper R1 and the bonus clay with the Genesis stage shotgun from Box 1 only. Competitor MUST abandon the shotgun in the dump box adjacent to Box 1. Engage all carbine targets from SA1. Engage all handgun targets from SA2. SA2 includes the entire bridge structure: stairs, platforms and bridge.

ACTIVATED TARGETS

Ripper R1 activates the bonus aerial shotgun clay.

STAGE 09

BAY G4

12

12

2

24

24

MATCH POINTS
240

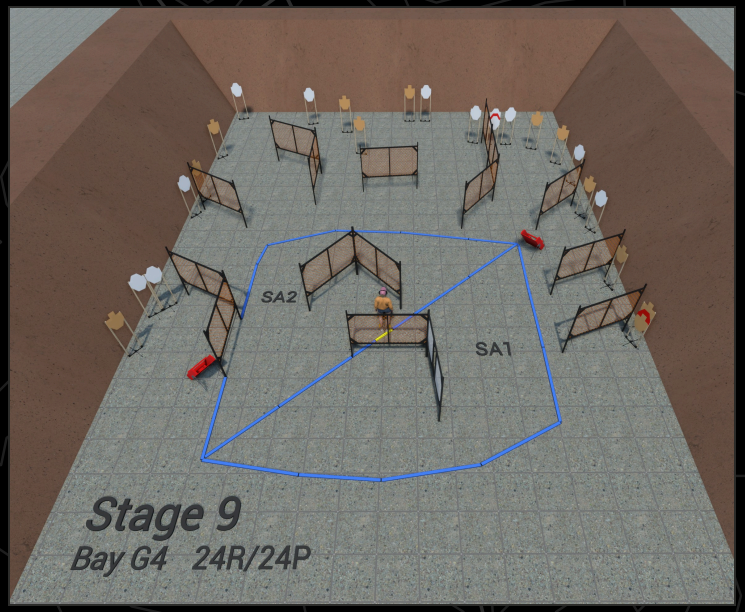
PAR TIME
180

STAGE SPONSOR
UNRIVALED AND SMOKE COMPOSITES

DESIGNED BY
MAX LEOGRANDIS

DIVIDED

TWO-GUN



UNRIVALED

Smoke COMPOSITES

CARBINE TARGETS
24 Rounds | 12 Competition Paper

HANDGUN TARGETS
24 Rounds | 12 Practical Paper

START POSITION

Competitor: Standing with either foot touching the indicated fault line.

Starting firearm: Competitor's choice

Carbine: Loaded, default; or loaded and staged in either dump box if starting with handgun.

Handgun: Loaded and holstered, default

PROCEDURE

Engage all targets given the following: Each shooting area may only be used for a single firearm. The first shot fired from completely within SA1 or SA2 determines which firearm corresponds with which shooting area.

INCORRECT ENGAGEMENT PENALTY

For this stage only: a target engaged with a firearm from an incorrect shooting area is scored as shot and earns one procedural per target engaged incorrectly, rather than the standard penalties for positionally incorrect engagement.

PCSL NATIONALS 2026

STAGE 10

BAY E2 AND E3

10

7

5

3

20

19

MATCH POINTS
195

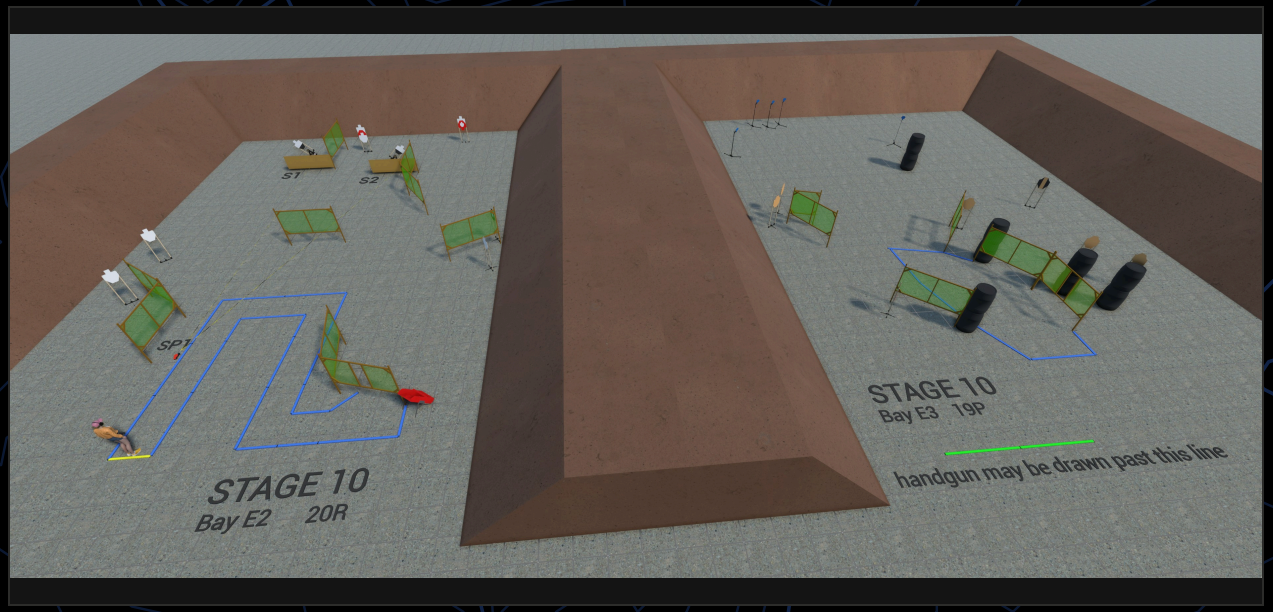
PAR TIME
180

STAGE SPONSOR
AMBIENT ARMS AND HORNADY

DESIGNED BY
TIM DUNDERI & MAX LEOGRANDIS

DOUBLE DOODY

TWO-GUN, DOUBLE BAY



AMBIENT ARMS

Hornady
Accurate. Deadly. Dependable.

CARBINE TARGETS

20 Rounds | 8 Practical Paper, 2 Mini Practical Paper

HANDGUN TARGETS

19 Rounds | 7 Competition Paper, 5 Falling Steel

START POSITION

Competitor: Standing with feet touching the indicated fault line.

Starting firearm: Carbine

Carbine: Loaded, default

Handgun: Unloaded and holstered

PROCEDURE

Engage all carbine targets in E2. Competitor MUST abandon their carbine in the E2 dump box before proceeding to E3. Once past the green line in E3, competitor may draw their handgun. Engage all handgun targets in E3.

ACTIVATED TARGETS

Stomp pedal SP1 activates carbine swingers S1 and S2.

ADDITIONAL RESTRICTIONS

Once the competitor loads their handgun, they may not return to E2 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

STAGE 11

BAY E4

15

5

3

35

MATCH POINTS
175

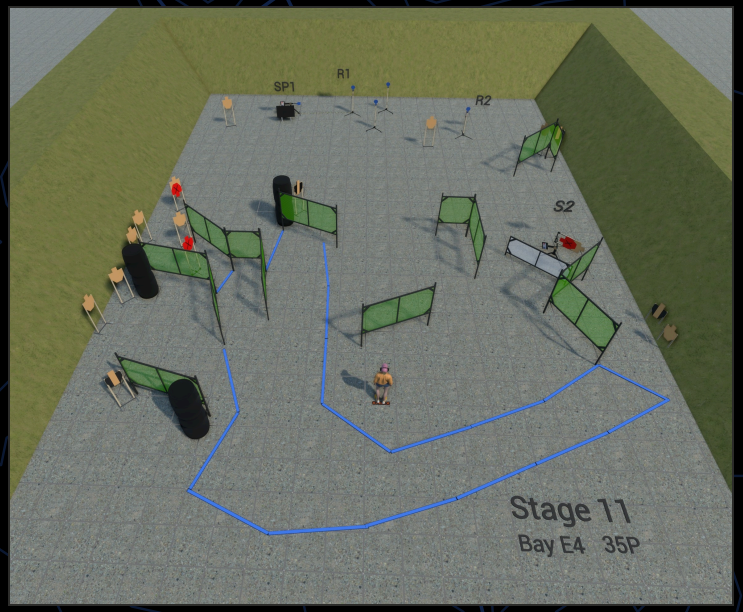
PAR TIME
180

STAGE SPONSOR
LAUGO ARMS

DESIGNED BY
TIM DUNDERI

T.B.A.P.S. 2

HANDGUN-ONLY



LAUGO ARMS

HANDGUN TARGETS

35 Rounds | 15 Practical Paper, 5 Falling Steel

START POSITION

Competitor: Standing with both feet touching the start plate.

Starting firearm: Handgun

Handgun: Loaded and holstered, default

PROCEDURE

Engage all targets from within the shooting area.

ACTIVATED TARGETS

Ripper R1 activates swinging plate SP1. Ripper R2 activates sidekick swinger S2.

STAGE 12

BAY D5

7

2

4

12

3

16

24

MATCH POINTS
200

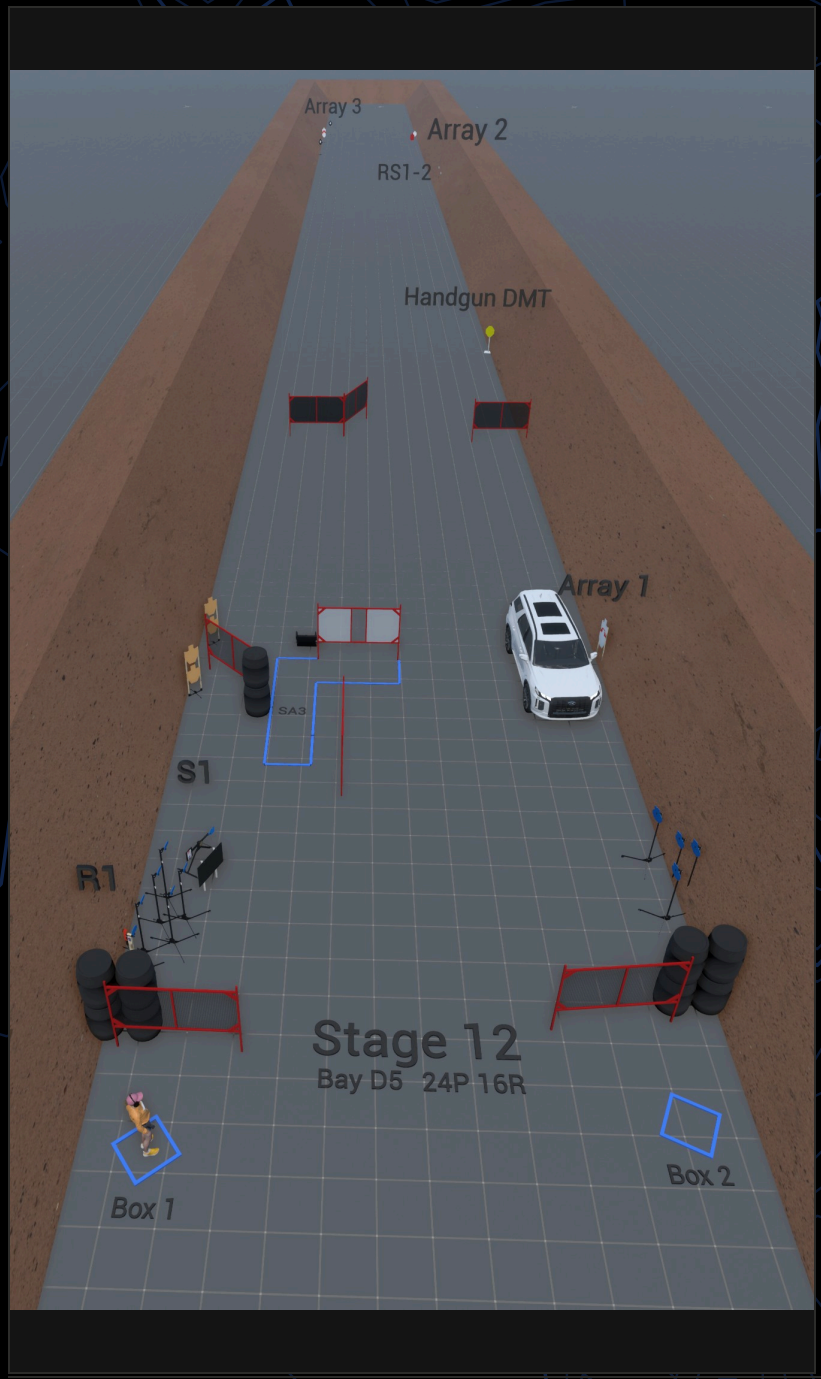
PAR TIME
180

STAGE SPONSOR
SUREFIRE

DESIGNED BY
MAX LEOGRANDIS

JUICE BOX

TWO-GUN



SUREFIRE®

CARBINE TARGETS

16 Rounds | 5 Practical Paper, 2 Mini Practical Paper, 2 Static Steel

HANDGUN TARGETS

24 Rounds | 4 Practical Paper, 5 Static Steel, 7 Falling Steel

START POSITION

Competitor: Standing in either box.
Starting firearm: Handgun
Carbine: Unloaded, slung
Handgun: Loaded and holstered, default

PROCEDURE

Engage the handgun static steel from Box 1 and the handgun falling steel from Box 2. The four PCSL C-Zone static torsos from Box 1 require two hits each. Engage all handgun paper from SA3, then engage the handgun DMT per rulebook 7.5. Carbine Arrays 1 and 2 must be engaged from SA3. Carbine Array 3 must be engaged from completely within the Dodge Caravan.

ACTIVATED TARGETS

Ripper R1 activates swinging plate S1.

STAGE 13

BAY D4

9

5

2

29

MATCH POINTS
145

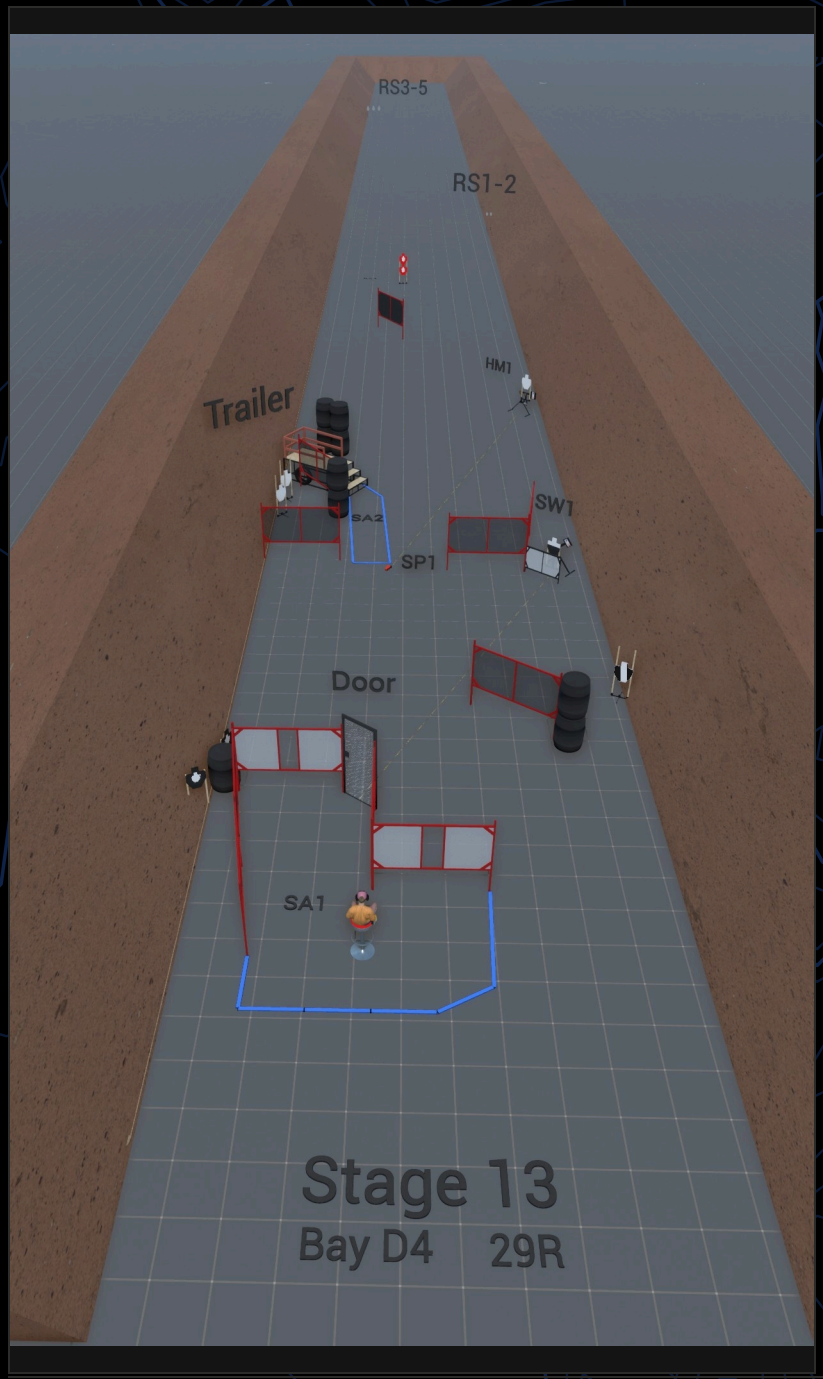
PAR TIME
180

STAGE SPONSOR
HOWITZER

DESIGNED BY
MAX LEOGRANDIS & JASON WOOD

TRAILER PARK WARLORD

CARBINE-ONLY



HOWITZER®

CARBINE TARGETS

29 Rounds | 5 Practical Paper, 4 Mini Practical Paper, 5 Static Steel

START POSITION

Competitor: Seated on the Howitzer stool, holding loaded carbine.

Starting firearm: Carbine

Carbine: Loaded

PROCEDURE

Engage all targets as follows:

- Paper targets may be engaged from either shooting area.
- RS1–RS2 must be engaged once each from both SA1 and SA2.
- RS3–RS5 must be engaged from SA2.

HM1 and SW1 are scored best four hits.

SA2 includes the trailer and steps.

ACTIVATED TARGETS

Opening the door activates Sidewinder SW1. Stomp pedal SP1 activates Holy Monkey HM1.

REMINDER: Moving targets must be activated before engaging (rulebook 12.6).

STAGE 14

BAY D3

7

5

7

3

1

19

17

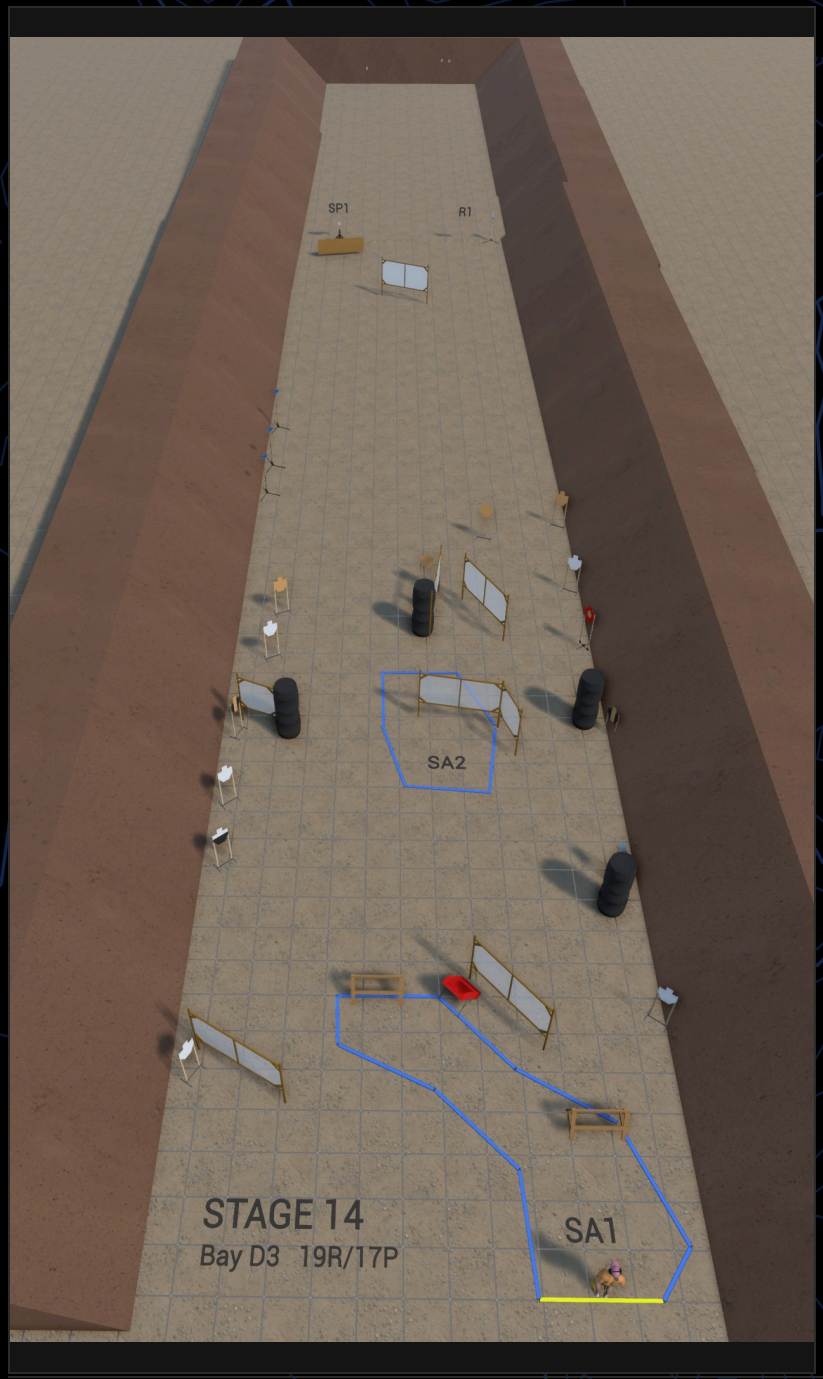
MATCH POINTS
180

PAR TIME
180

STAGE SPONSOR
DILLON PRECISION

DESIGNED BY
TIM DUNDERI

DECAPPER



Dillon PRECISION

CARBINE TARGETS

19 Rounds | 7 Practical Paper, 3 Static Steel, 2 Falling Steel

HANDGUN TARGETS

17 Rounds | 6 Practical Paper, 1 Mini Practical Paper, 3 Falling Steel

START POSITION

Competitor: Standing with both feet touching the rear fault line.

Starting firearm: Carbine

Carbine: Loaded, default

Handgun: Unloaded and holstered

PROCEDURE

Engage all carbine targets from SA1. Engage all handgun targets from SA2.

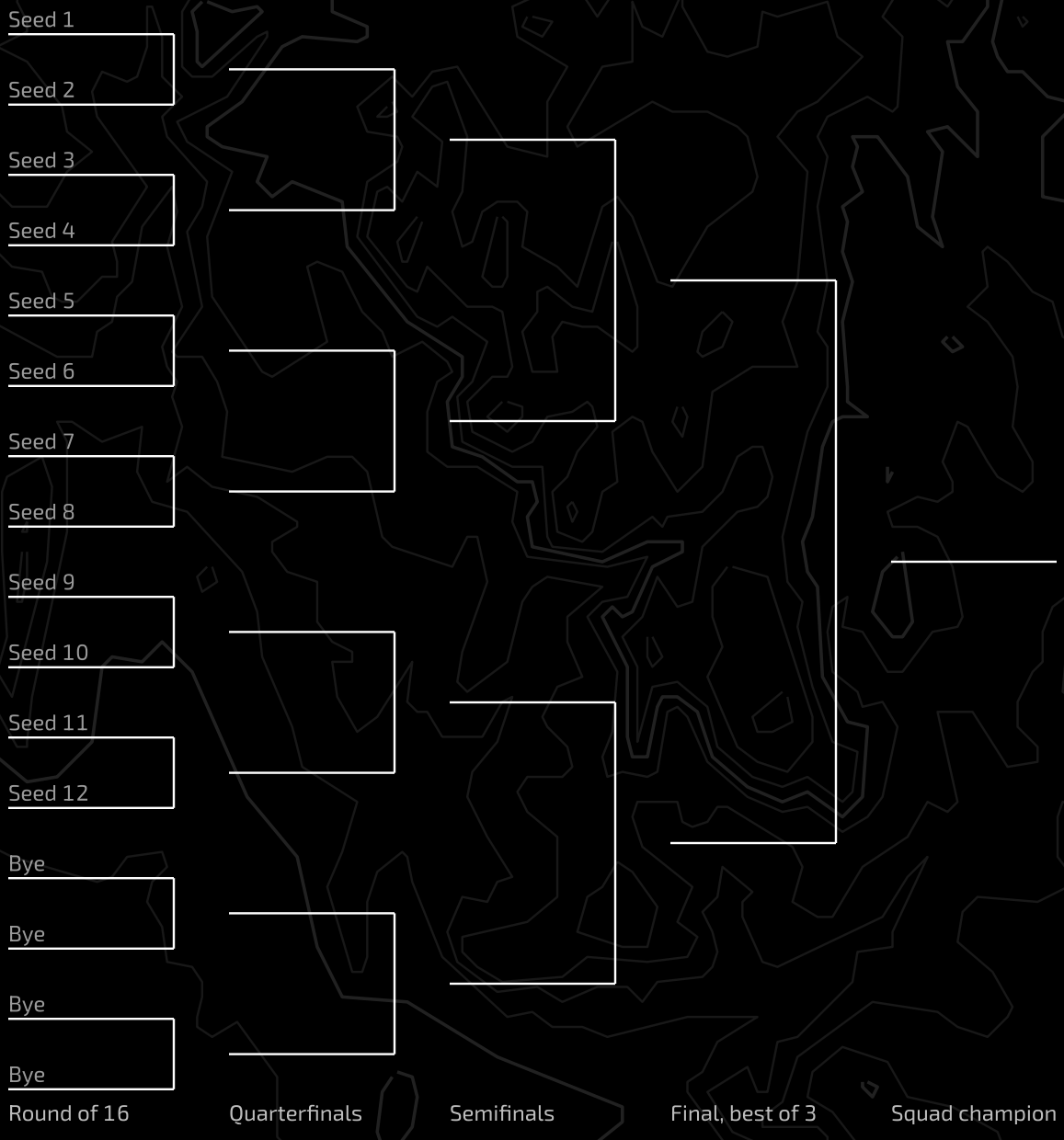
ACTIVATED TARGETS

Ripper R1 activates carbine steel swinger SP1.

ADDITIONAL RESTRICTIONS

Once the competitor fires a shot from SA2, they may not return to SA1 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

SQUAD SHOOT-OFF BRACKET

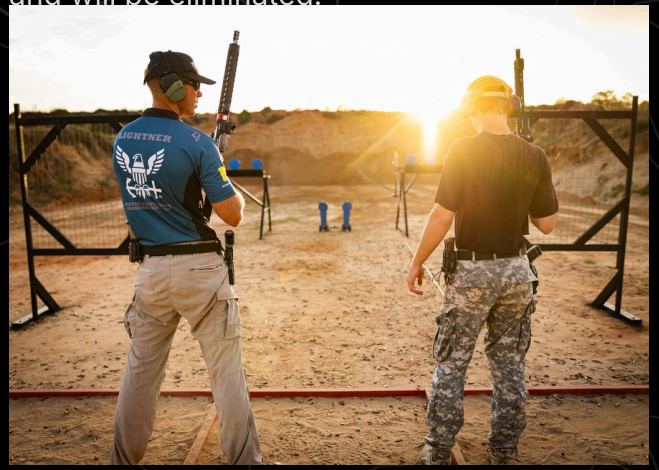


HOW IT WORKS

A random RO16 bracket is generated for each squad. Round 1 byes are assigned from the top down. All match-ups are best of 1 except the finals, which are best of 3.

SCORING

All paper targets must have two hits anywhere to be neutralized. For this shoot-off, a single T-zone hit does NOT suffice. The winner of each heat is the competitor who knocks their stop plate down first after all of their other targets have been neutralized. Competitors must neutralize all their targets within the par +0.30s to advance. If neither competitor clears their arrays within this time, both lose the heat and will be eliminated.



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