

PCSL 2025

2-GUN NATIONALS



Presented by:





V[®]
VORTEX[®]

CHECK IN AND STAGE INSPECTION

PCSL
CHAMPIONSHIP
2025

RAZOR AMG UH-1 GEN II
SKU AMG-HS02

RAZOR RED DOT
SKU RZR-2001

RAZOR HD GEN II-E 1-6X24
SKU RZR-16008

VORTEX



CHECKING IN

Main match competitors must check in with PCSL staff in the Berry's Pavilion. PCSL check in will be open at 1200 on Thursday and close at 1700. AM shooters may also check in after shooting their morning block on Friday, and PM shooters may check in beginning at 0730 on Friday.

PCSL MEMBER NUMBER

A valid PCSL Member number MUST BE PROVIDED AT CHECK-IN. Register for a FREE PCSL membership at: competitor.pcsleague.com

You must do this before you'll receive your match swag and grand prize raffle tickets!

This year's nationals will be used as a major data input when we kick off our PCR Classification system shortly. A member number allows us to use your performance in the classification system.

MATCH AMMO

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

STAGES

will be available for inspection daylight hours starting Wednesday morning Dec 4th through the event close. No stage inspection is permitted while staff and early match squads are shooting the stage.

SOUTHERN UTAH PRACTICAL SHOOTING RANGE

UPON ENTERING THE MAIN RANGE ALL INDIVIDUALS MUST
CHECK IN WITH THE SUPS STAFF AT BERRYS PAVILION

WWW.SUPSRANGE.COM

1134 S Shooting Sports Park Road Hurricane, Utah 84737



NO SHOOT STICKERS if for any reason you do not want our media team to capture any photographs or video of Yourself, place a Don't Shoot Me sticker somewhere on your back so our media team is aware of your preference.



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Ammunition



SV SUPER VEL



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2025



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Smoke
COMPOSITES



MODERN WARRIORS
YOUR TACTICAL SPECIALISTS

Patriot Goat Soaps

King of the Mountain



CLOAK AND DAGGER

MOSSBERG
SINCE 1919



Snake Staff Systems



SUREFIRE

DILLON
RIFLE COMPANY



IMPERIUM ROOTS



ELK RIVER GUNS
STEAMBOAT SPRINGS, CO

REDCITY
PRO SHOP

PCSL
NATIONALS
2025

EARLY MATCH DAY 1 (Wednesday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0800	All STAFF report to Berry's Pavillion for mandatory morning meeting, non-staff early match shooters may show up directly on their stages at 0830													
0830	Staff move to stages, early match shooters report to stages													
0845	1		2		3		4		5		6		7	
1000		1		2		3		4		5		6		7
1100	7		1		2		3		4		5		6	
1200		7		1		2		3		4		5		6
1230-1300	Lunch delivered to STAFF during stage													
1345	6		7		1		2		3		4		5	
1445		6		7		1		2		3		4		5
1545	5		6		7		1		2		3		4	
1645	Shooting Concludes													
EARLY MATCH DAY 2 (Thursday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0750	All squads report to stages													
0800		5		6		7		1		2		3		4
0900	4		5		6		7		1		2		3	
1000		4		5		6		7		1		2		3
1100	3		4		5		6		7		1		2	
1200		3		4		5		6		7		1		2
1230-1300	Lunch delivered to STAFF during stage													
1345	2		3		4		5		6		7		1	
1445		2		3		4		5		6		7		1
1545	Shooting Concludes													

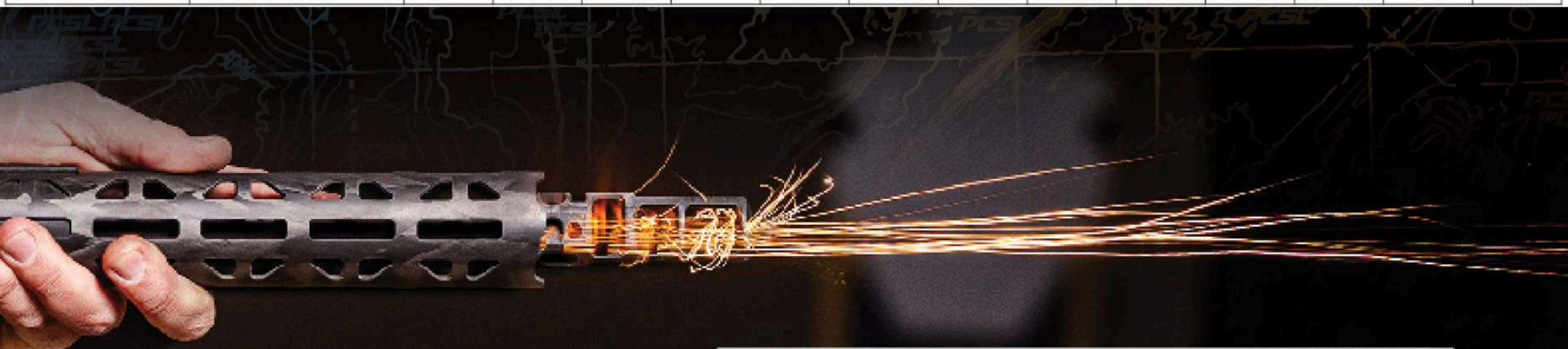
PCSL
NATIONALS
2025

[illegible]

SQUAD MATRIX - MAIN MATCH

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2025

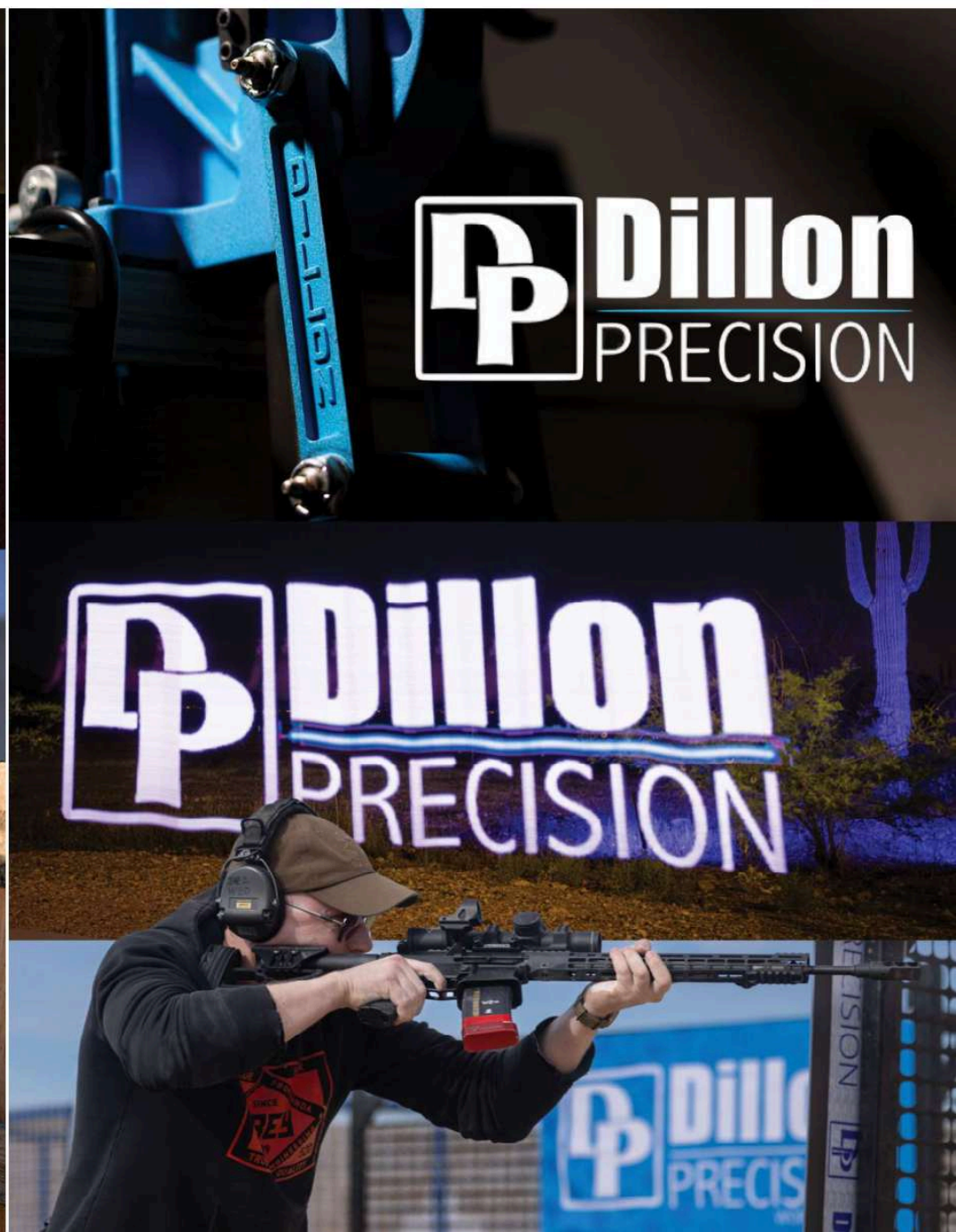
MAIN MATCH DAY 3 (Sunday)	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Vendor & Prizes	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13
0740	AM Squads @ Stages													
0750	105	106	107	108	109	110	111	112	113	114	101	102	103	104
0840	104	105	106	107	108	109	110	111	112	113	114	101	102	103
0930	103	104	105	106	107	108	109	110	111	112	113	114	101	102
1020	102	103	104	105	106	107	108	109	110	111	112	113	114	101
1040-1110	Lunch Delivered to ROs													
1130	PM Squads @ Stages													
1140	205	206	207	208	209	210	211	212	213	214	201	202	203	204
1230	204	205	206	207	208	209	210	211	212	213	214	201	202	203
1320	203	204	205	206	207	208	209	210	211	212	213	214	201	202
1410	202	203	204	205	206	207	208	209	210	211	212	213	214	201
1500	Shooting Concludes Arbitration Begins													
1530	AWARDS BEGINS													



UNRIVALED

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Smoke
COMPOSITES

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HOWITZERCLOTHING.COM

HC HUNTER CONSTANTINE



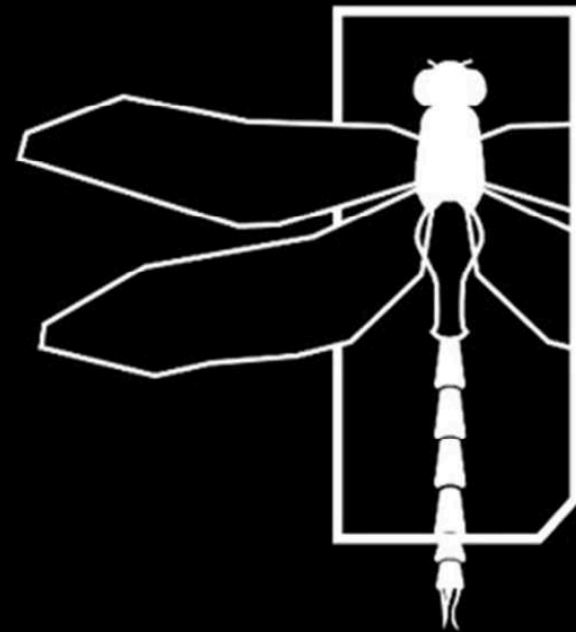
HUNTERCONSTANTINE.COM



BELT

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NATIONALS
2025



HALEY
STRATEGIC

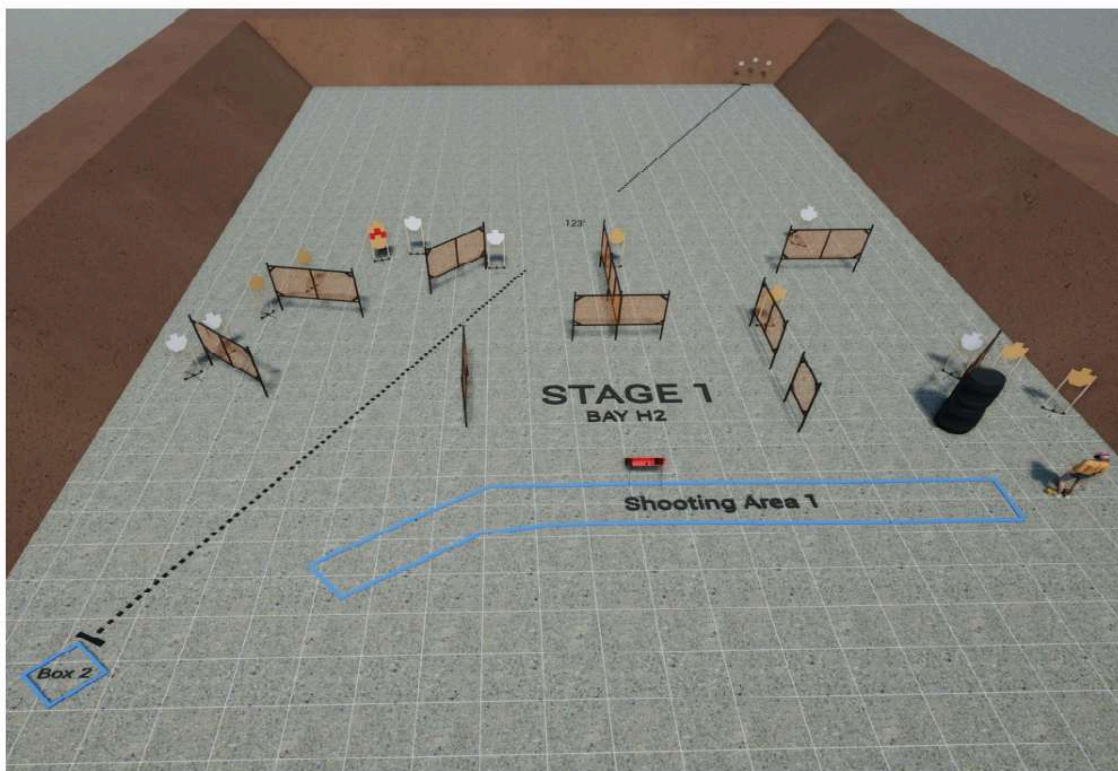
PCSL
NATIONALS
2025

An aerial photograph of a parking lot and event area. The stalls are numbered 1 through 13. Stalls 1, 2, 5, 4, 3, 6, 7, 10, 9, 8, 11, 12, and 13 are marked with red numbers. Stalls 7 and 10 are marked with green 'FF' (Food & Beverage) icons. Stalls 11, 12, and 13 are marked with green 'SOYO ZERO' icons. A blue 'CHECK-IN' sign is located near stall 7. A blue 'VENDORS' sign is located near stall 6. A blue 'SHOOT OFF' sign is located near stall 7. A blue 'MODERN WARRIORS BAY' sign is located near stall 13. A road labeled 'Park Rd' is visible at the bottom right.

Competitor & Firearm Start Conditions

The image shows the front cover of the 'PCSL General Rule Book'. At the top, the letters 'PCSL' are written in a large, bold, white, italicized sans-serif font with a black outline. Below this, the title 'GENERAL RULE BOOK' is printed in a smaller, blue, all-caps sans-serif font. At the bottom, the website address 'WWW.PCSLEAGUE.US' is displayed in the same blue, all-caps sans-serif font. The background of the cover is dark blue with a faint, repeating pattern of the 'PCSL' logo in a lighter blue color. The book is shown at a slight angle, revealing its thickness.

PAPER STRAW



Carbine Targets

15 Rounds | 6 Practical Paper, 3 Static Steel

Handgun Targets

16 Rounds | 8 Practical Paper

START POSITION

Competitor: Standing with both feet touching start plate.

Carbine: Loaded, staged in dump box.

Handgun: Unloaded and holstered.

PROCEDURE

Engage all paper targets from Shooting Area 1 only.

Engage static rifle steel from Box 2 only.



PCSL

NATIONALS

2025

STAGE 02

BAY H1

13

11

01

26

23

MATCH POINTS

245

PAR TIME

120

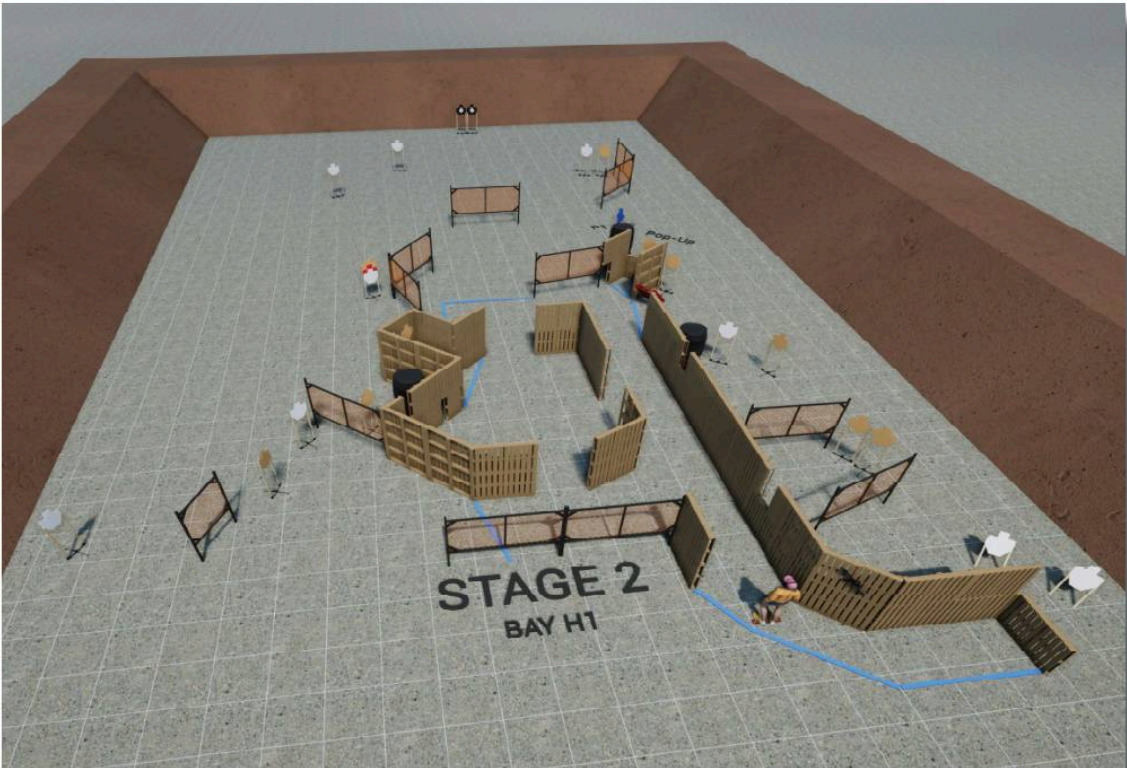
STAGE SPONSOR

[REDACTED]

DESIGNED BY

PCSL TEAM

FOB: PALLET



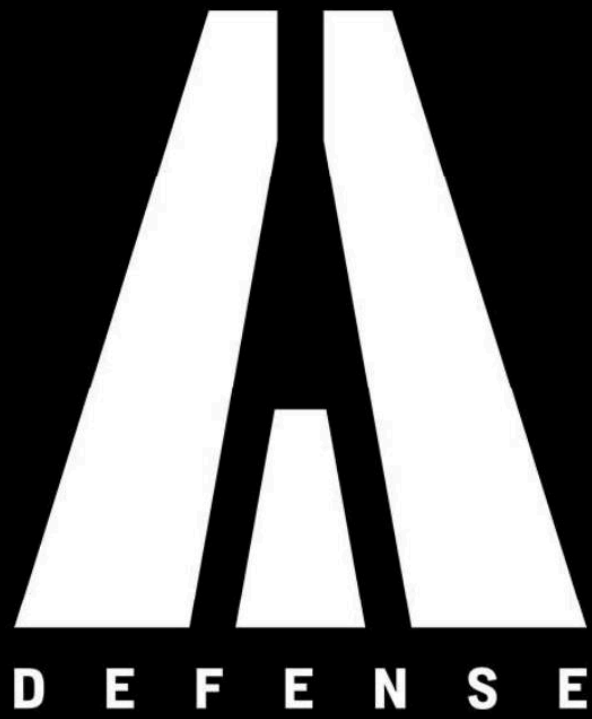
Carbine Targets
26 Rounds | 11 Practical Paper, 2 Mini Practical Paper

Handgun Targets
23 Rounds | 11 Practical Paper, 1 Falling Steel

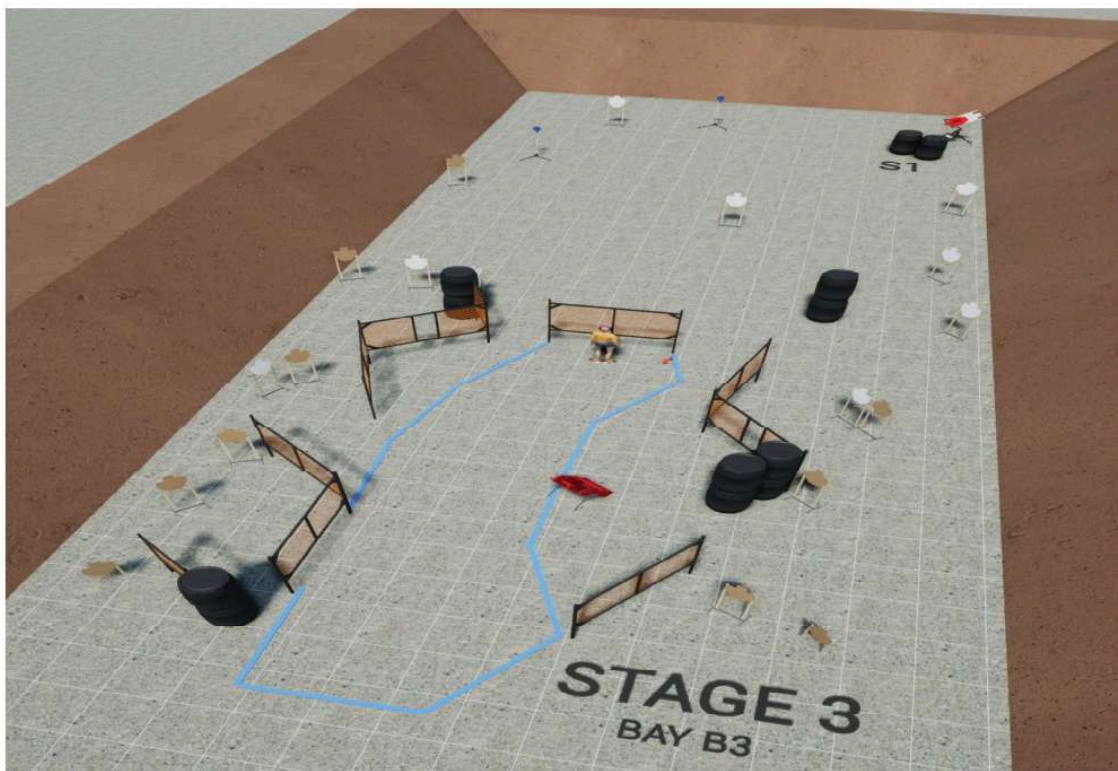
START POSITION
Competitor: Standing with both feet touching start plate.
Carbine: Unloaded, staged on wall hooks with muzzle downrange
Handgun: Loaded and holstered.

PROCEDURE: Engage all targets from Shooting Area.

ACTIVATED TARGET Popper P1 activates pistol pop-up target.	ADDITIONAL RESTRICTIONS Pallets are solid barriers. No-shoot pillow is DECORATIVE ONLY
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BANANA PHONE



Carbine Targets

22 Rounds | 11 Practical Paper

Handgun Targets

20 Rounds | 09 Practical Paper, 2 Rhino Falling Steel

START POSITION

Competitor: Standing with both feet touching start plate.

Carbine: Default

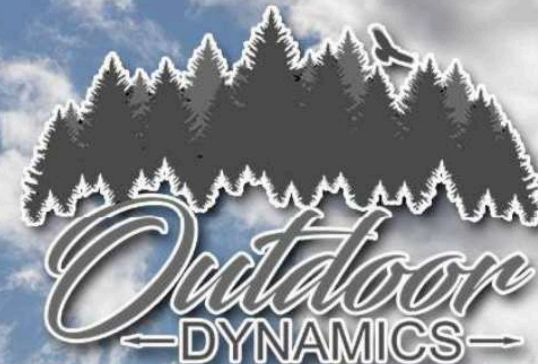
Handgun: Loaded and holstered.

PROCEDURE

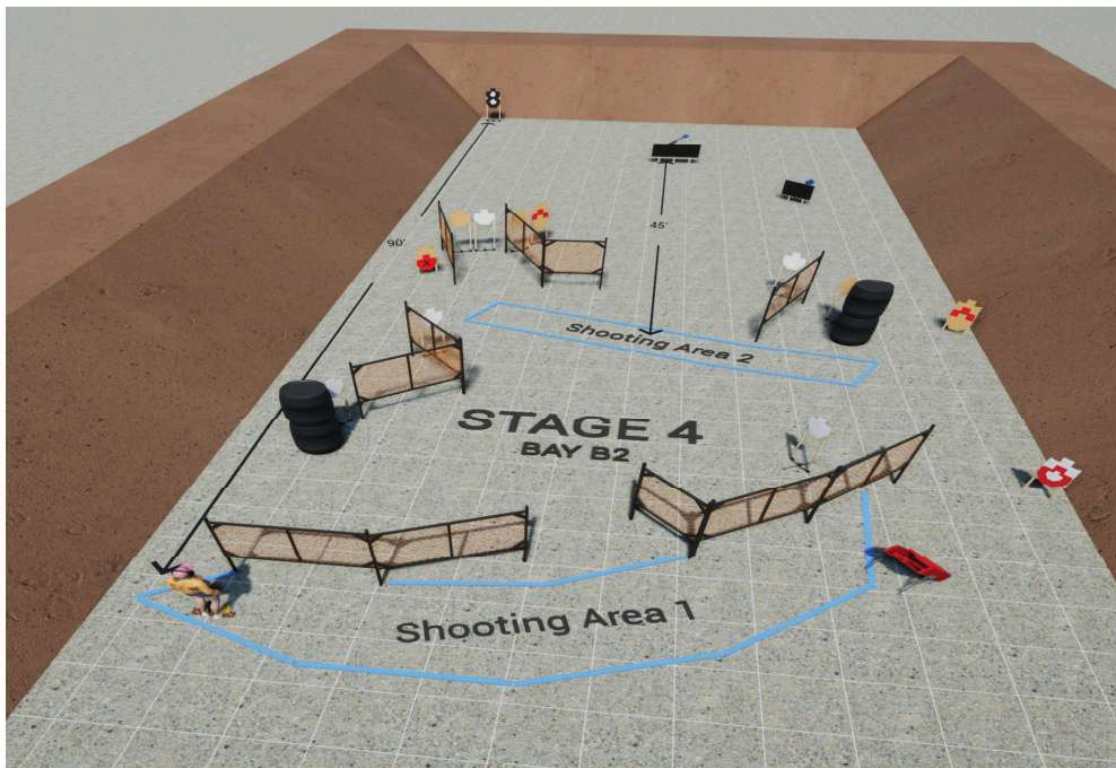
Engage all targets from shooting area.

ACTIVATED TARGET

Stomp pedal activates sidekick rifle swinger S1



NO, THIS IS PATRICK!



Carbine Targets

18 Rounds | 6 Practical Paper, 3 Mini Practical Paper

Handgun Targets

18 Rounds | 8 Practical Paper, 1 Popper, 1 Rhino Swinging Steel

START POSITION

Competitor: Standing with both feet touching start plate.

Carbine: Default

Handgun: Loaded and holstered.

PROCEDURE

Engage all Carbine targets from Shooting Area 1

Engage all Handgun targets from Shooting Area 2

ACTIVATED TARGET

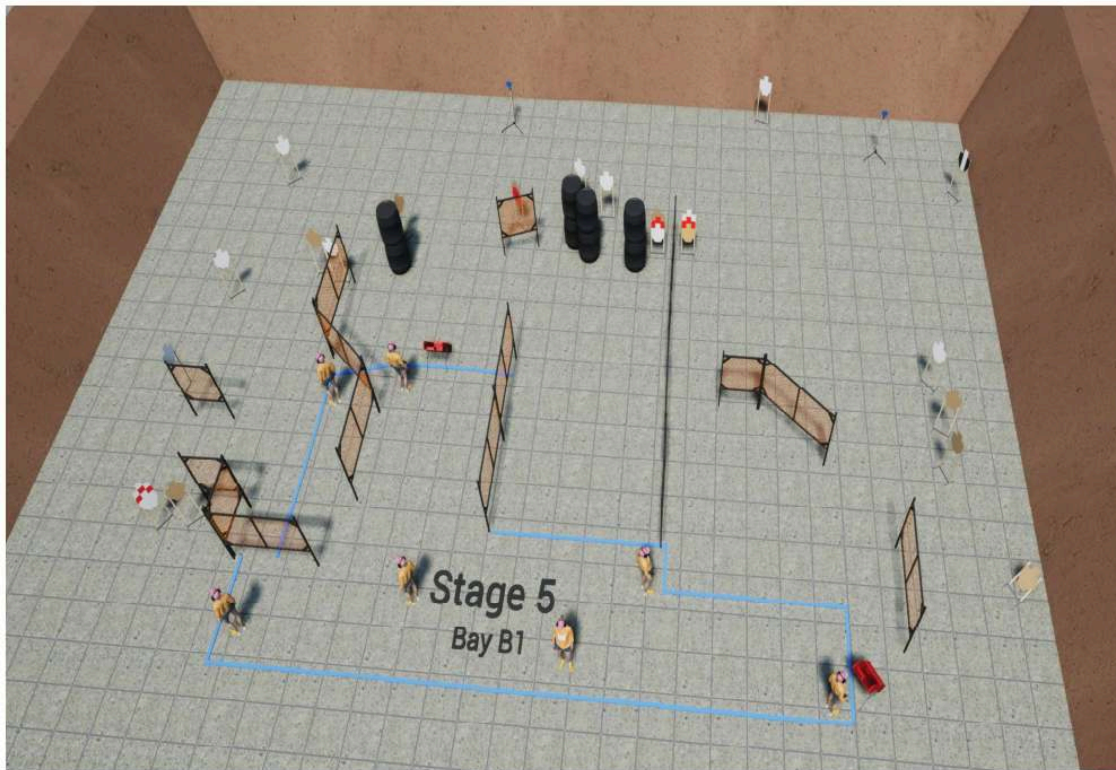
Popper activates Swinging Plate S1

ADDITIONAL RESTRICTIONS

Once a shot is fired from SA2, competitor 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.



SAME SAME, BUT DIFFRENT



Carbine Targets

26 Rounds | 13 Practical Paper

Handgun Targets

20 Rounds | 09 Practical Paper, 2 Rhino Steel

START POSITION

Competitor: Standing anywhere in the shooting area. Competitor's choice of starting firearm.

Carbine: Default, or loaded and staged in either dump box.

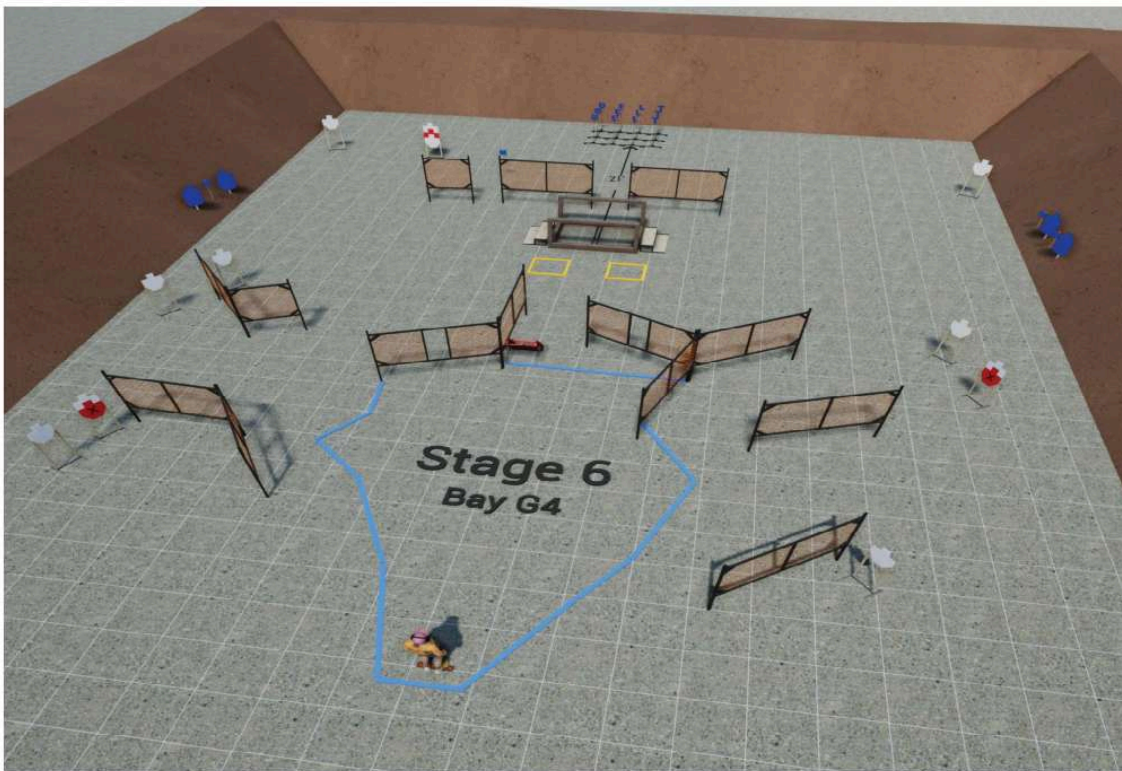
Handgun: Default, or loaded and holstered.

PROCEDURE

Engage all targets from within the shooting area.

Smoke
COMPOSITES

BBBEEELLTTT



Carbine Targets

22 Rounds / 11 Practical Paper

Handgun Targets

28 Rounds / 8 static steel (two hits each), 12 BELT falling steel.

START POSITION

Competitor: Standing with both feet touching start stick.

Carbine: Default

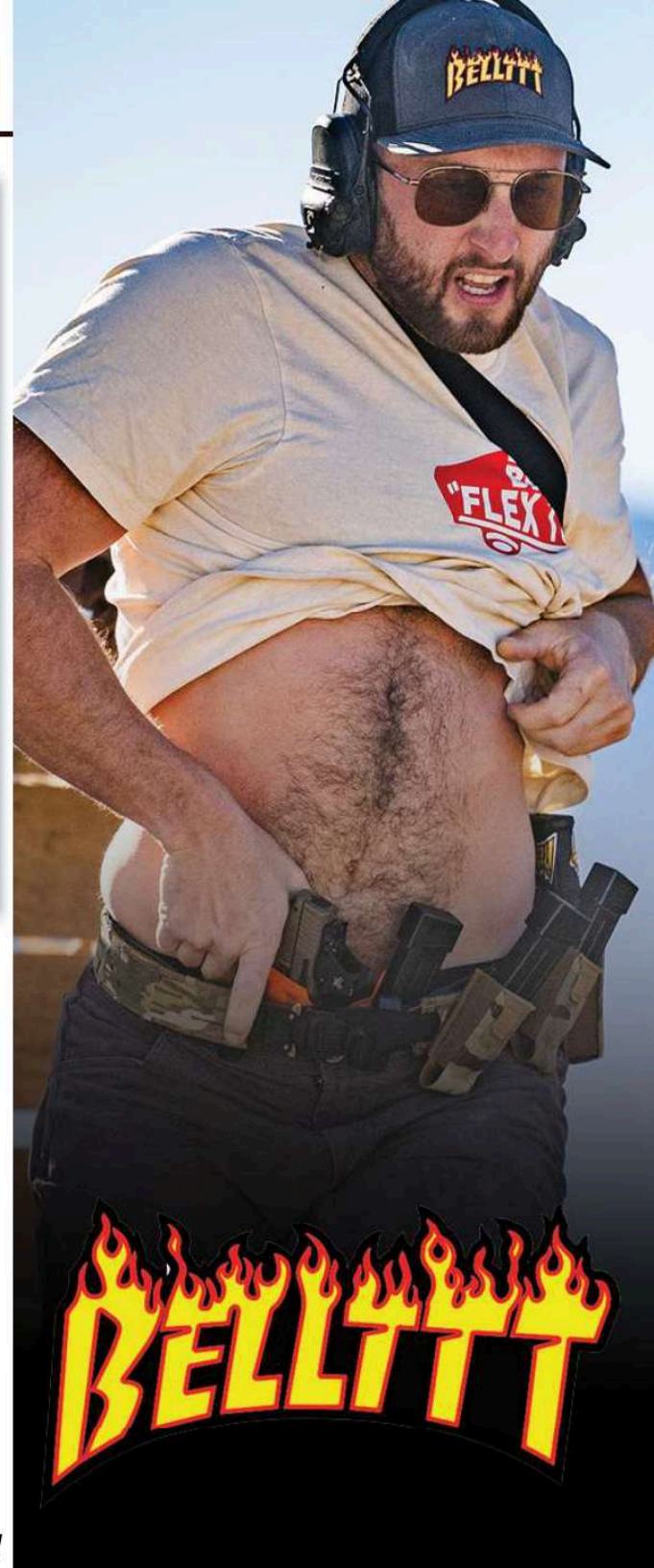
Handgun: Loaded and Holstered

PROCEDURE

Engage all carbine targets and static pistol steel from within the main shooting area only. Static handgun steel requires TWO HITS EACH.

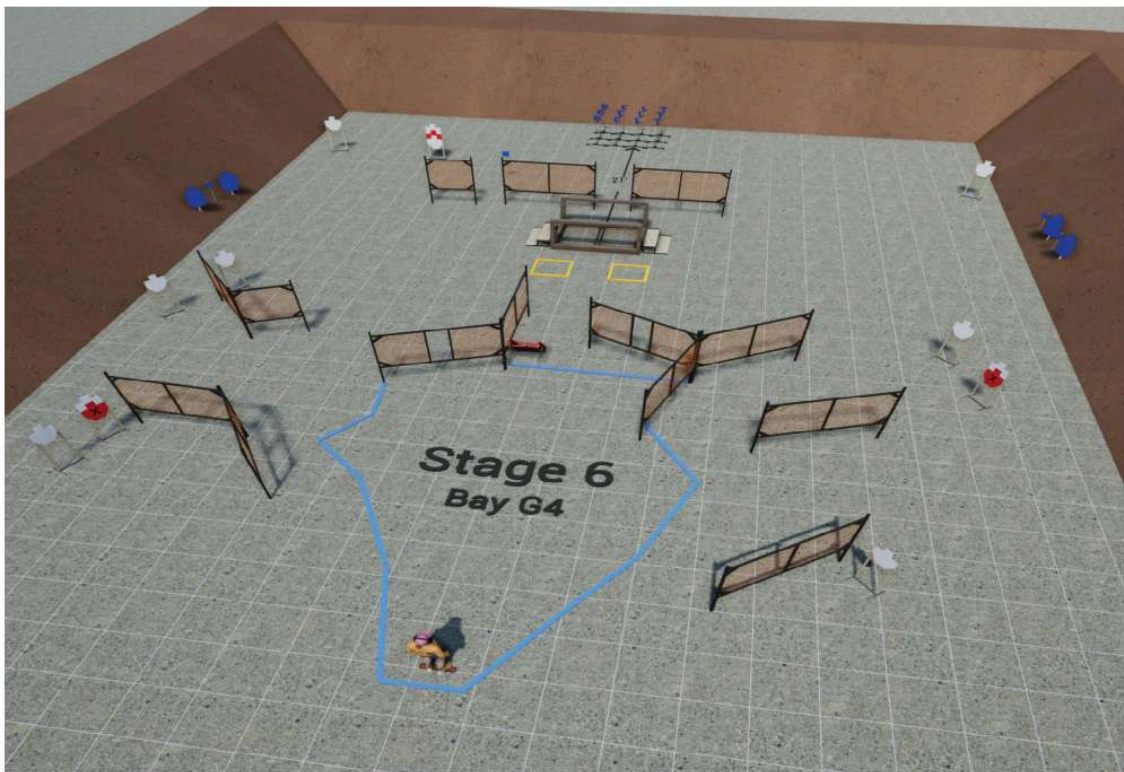
Engage the BELT falling steel from the wobbly platform only.

~Continued



BELLTTT

BBBEEELLTTT - STAGE BRIEF CONTINUED

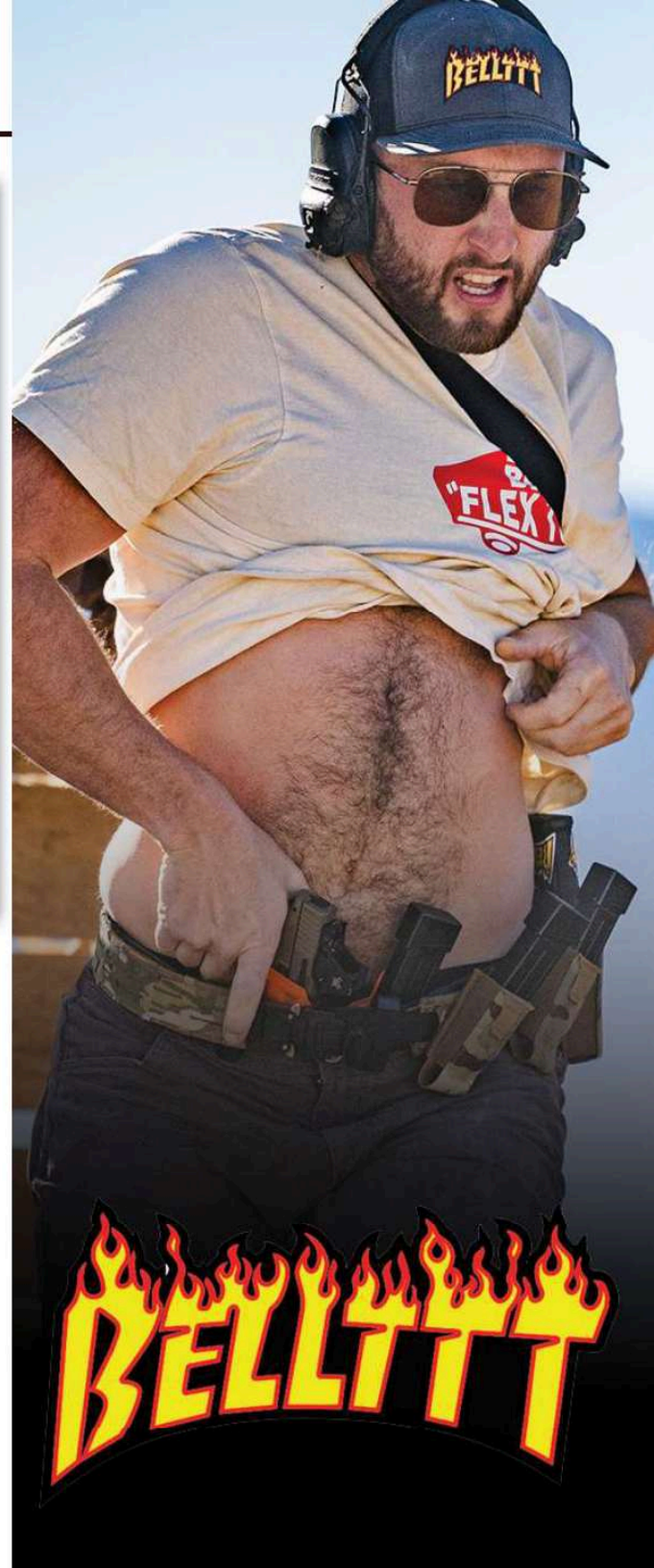


Additional Restriction

Once a shot is fired from the wobbly platform, competitor 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.

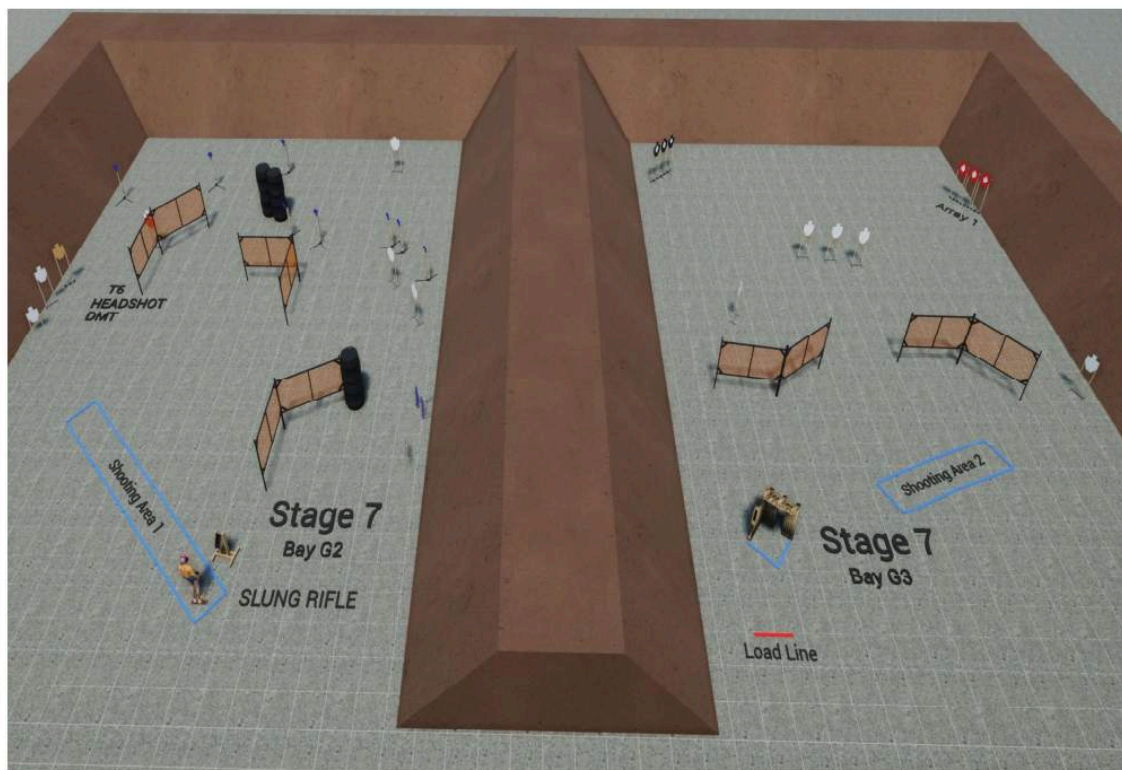
Alternate Engagement Option

Any competitor who is not comfortable navigating the wobbly platform may instead use the area behind the platform between the fault lines to engage the BELT falling steel. Doing so will result in six (6) procedurals earned.



BELTTT

SIX6 SEVEN7



Carbine Targets

33 Rounds | 11 Practical paper, 6 Mini Practical paper

Handgun Targets

16 Rounds | 3 Practical paper, 8 Rhino falling steel, 2 poppers

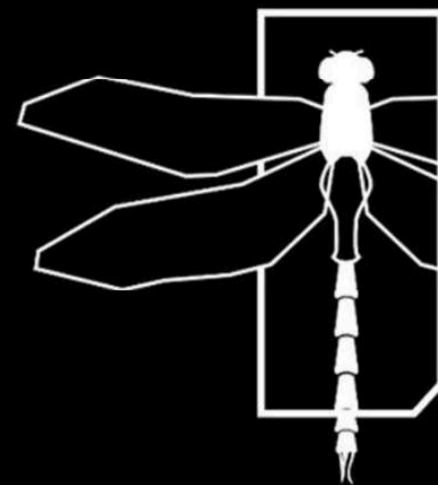
START POSITION

Competitor: Standing with both feet touching start bar.

Carbine: Sling attached. Loaded, safety on, shouldered with muzzle aimed at cone.

Handgun: Loaded and Holstered

-CONTINUED

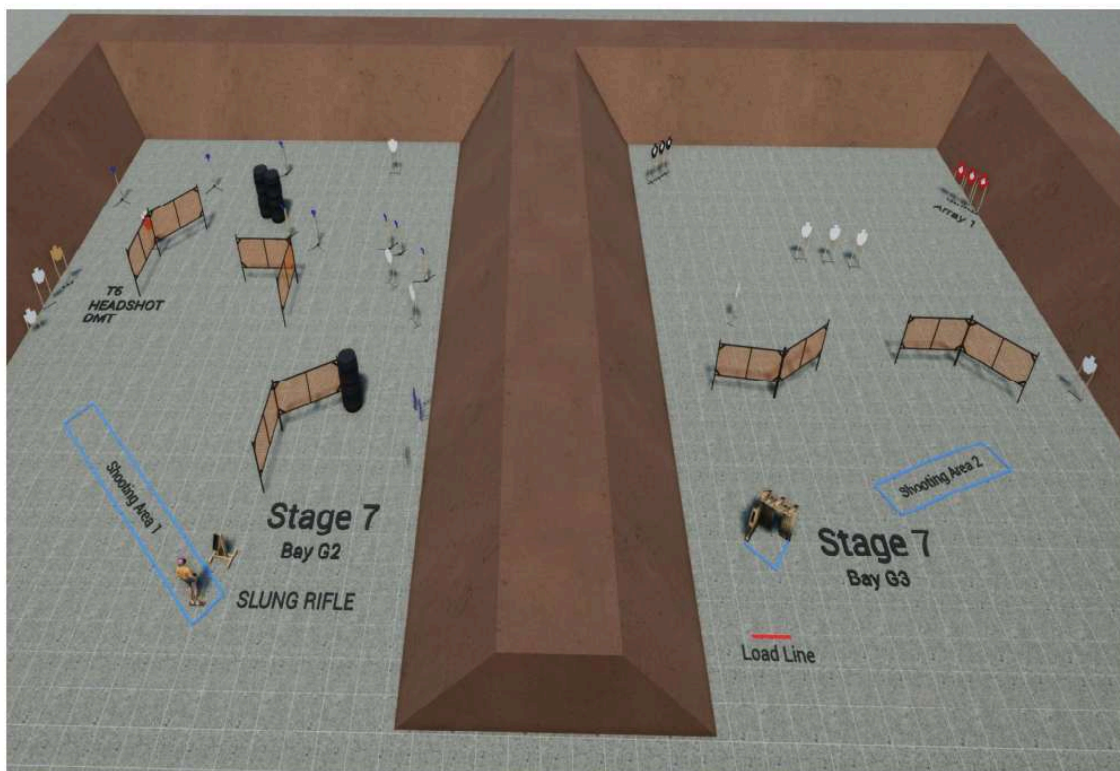


HALEY
STRATEGIC

UNRIVALED



SIX6 SEVEN7 - STAGE BRIEF CONTINUED



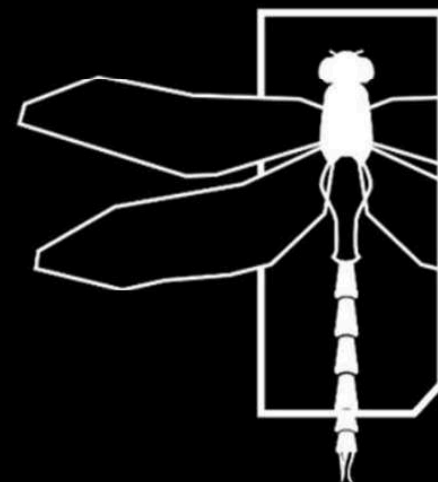
PROCEDURE

Engage all carbine targets on Bay G2 from within the Shooting Area 1. Carbine paper T6 is a DMT Practical paper target (scored normally). After engaging the DMT, sling carbine and engage all handgun targets from Shooting Area 1. Competitor **MUST** abandon handgun in handgun dump box before proceeding to Bay G3.

Once past the "Load Line" on bay G3, competitor may load the carbine. Engage Array 1 from the pallet port only. Engage the remaining carbine targets from Shooting Area 2.

ADDITIONAL RESTRICTIONS

Once the competitor inserts a magazine into their carbine, they may not return to bay G2 for any reason. Attempting to do so shall result in a verbal reminder first, then a Stage DQ if ignored.

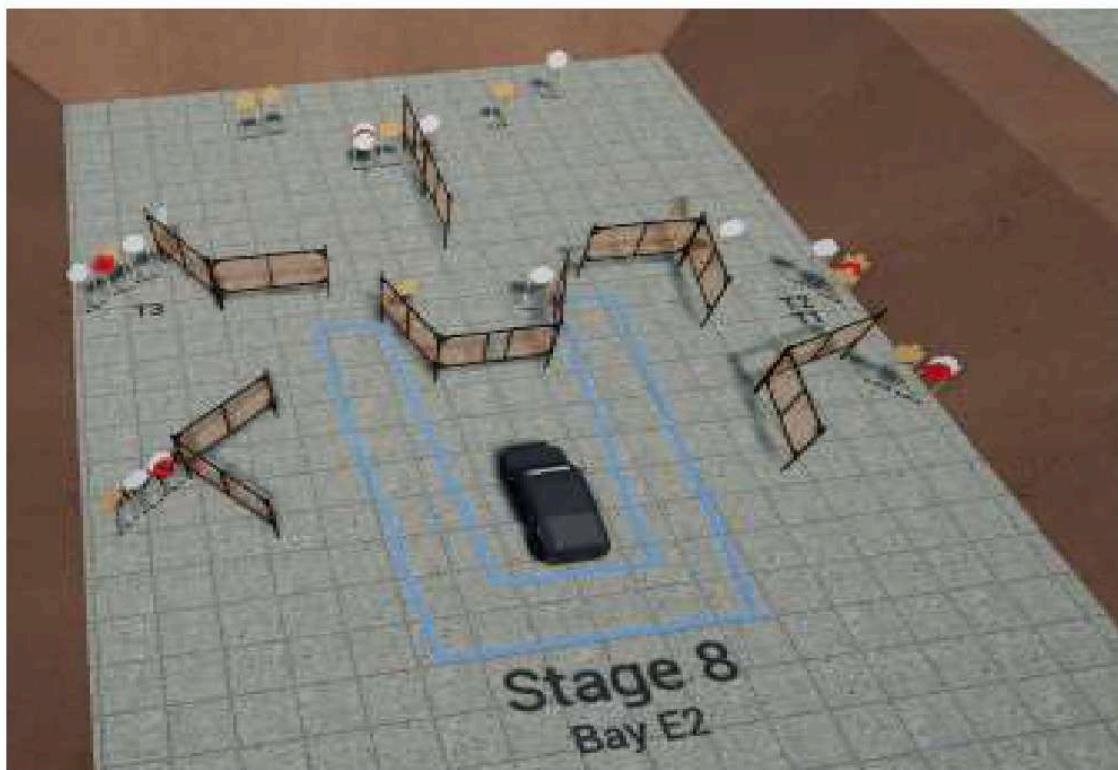


HALEY
STRATEGIC

UNRIVALED



90220



Carbine Targets

26 Rounds / 13 Competition paper

Handgun Targets

22 Rounds / 11 Practical paper

START POSITION

Competitor: Sitting in the driver's seat of the Ford Explorer with both hands touching the steering wheel. Driver's door closed.

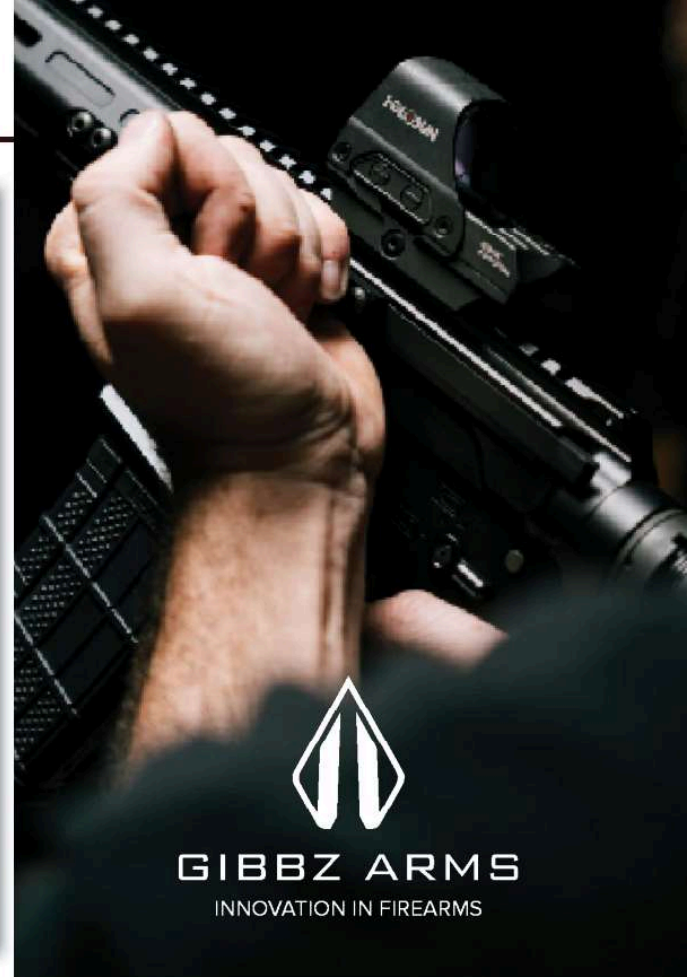
Carbine: Loaded, empty chamber, staged in dump box in the back of the Explorer.

Handgun: Loaded, placed on dash mat with muzzle pointed down range.

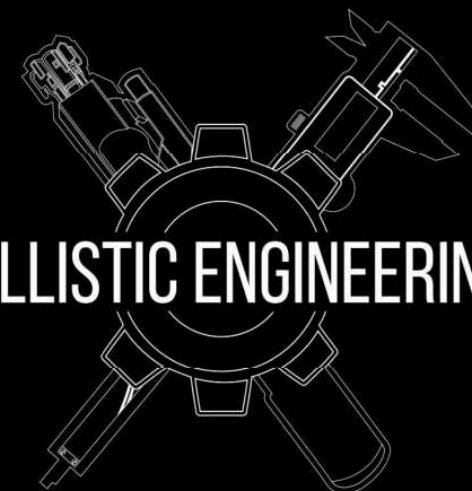
PROCEDURE

Engage the three designated pistol targets T1-T3 while seated in the driver's seat before exiting the vehicle. Engage all remaining targets from the shooting area.

T1-T3 may be re-engaged from the shooting area if desired.



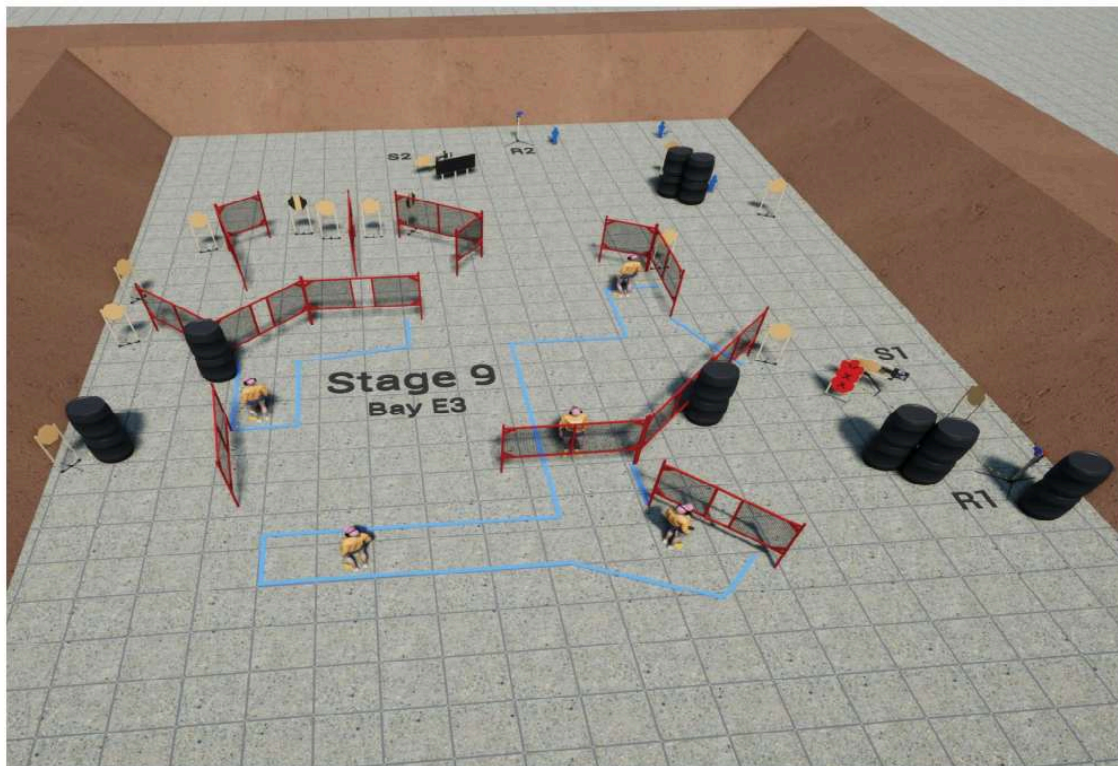
GIBBZ ARMS
INNOVATION IN FIREARMS



BALLISTIC ENGINEERING

SUPERIOR FIREPOWER THROUGH SUPERIOR ENGINEERING

T.B.A.P.S



Handgun Targets

35 Rounds | 15 Competition paper, 2 Rhino falling steel, 3 poppers

START POSITION

Competitor: Standing anywhere inside either shooting area.

Pistol: Default

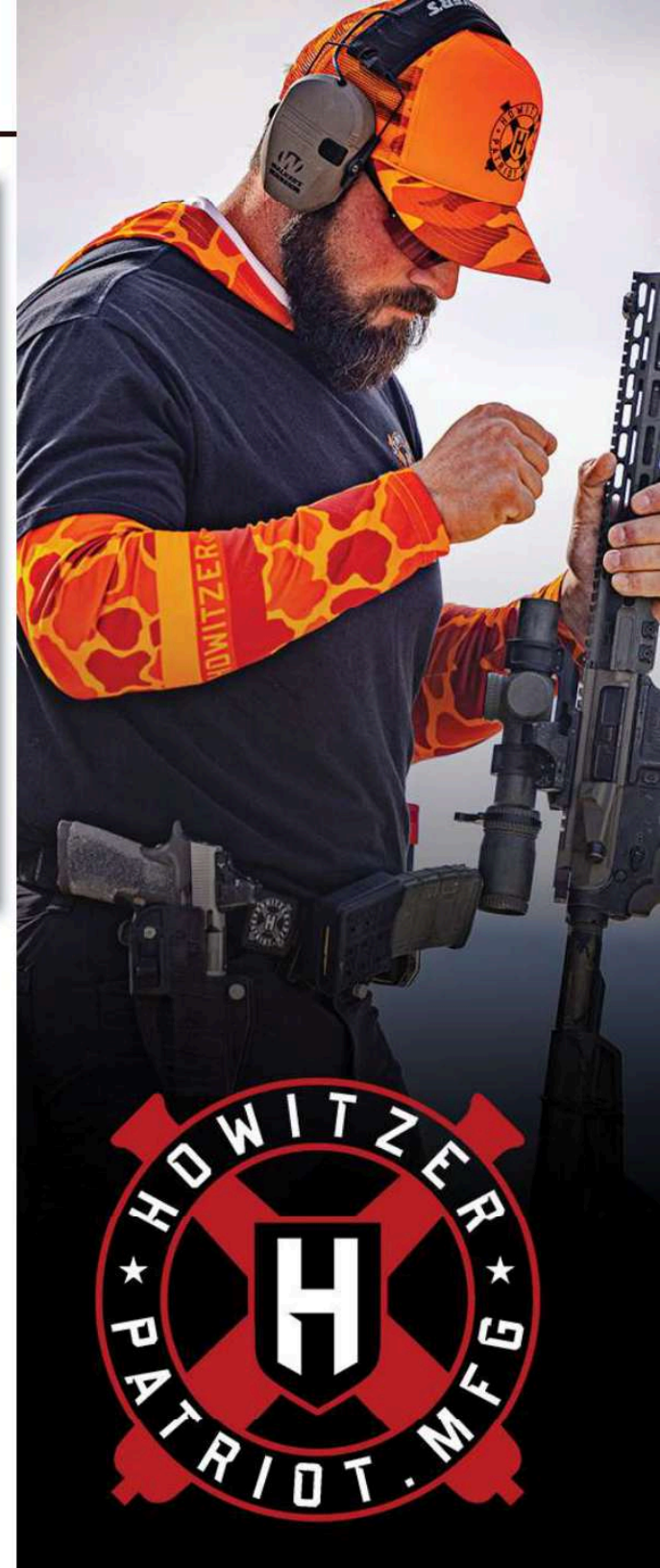
PROCEDURE

Engage all paper targets from either shooting area.

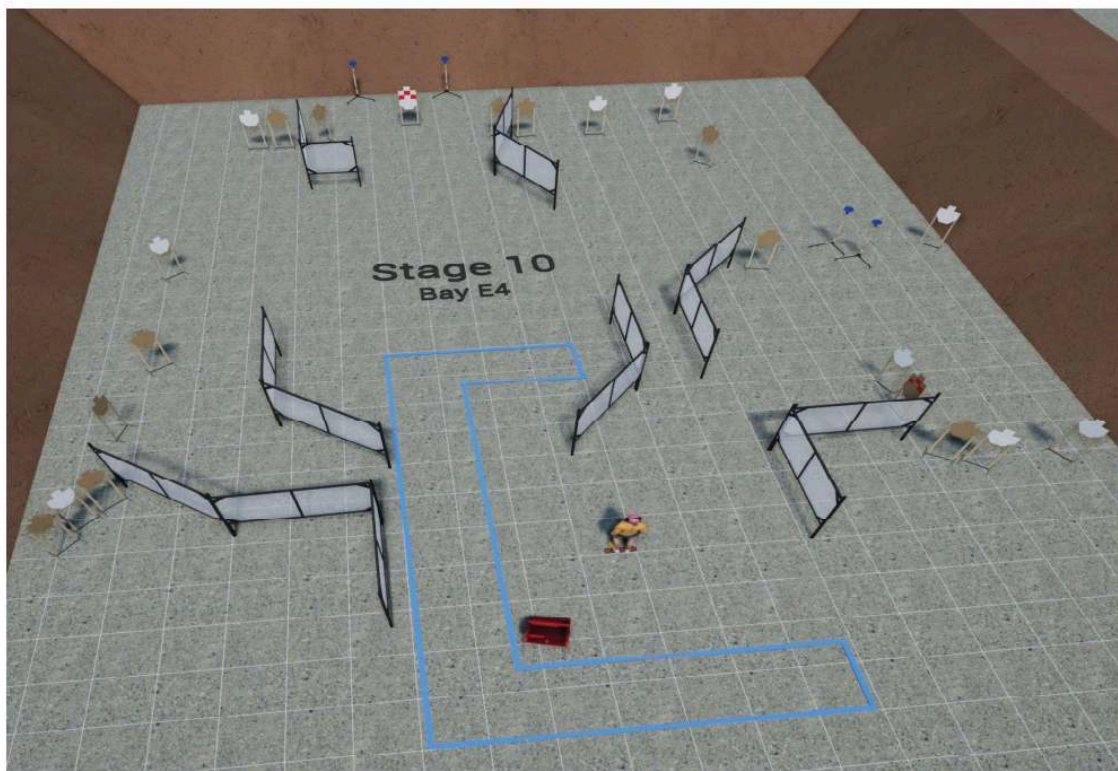
ACTIVATED TARGETS

Ripper R1 activates Holy Monkey swinger S1.

Ripper R2 activates swinger S2.



90210



Carbine Targets

22 Rounds | 11 Practical paper

Handgun Targets

30 Rounds | 13 Practical paper, 4 Rhino falling steel

START POSITION

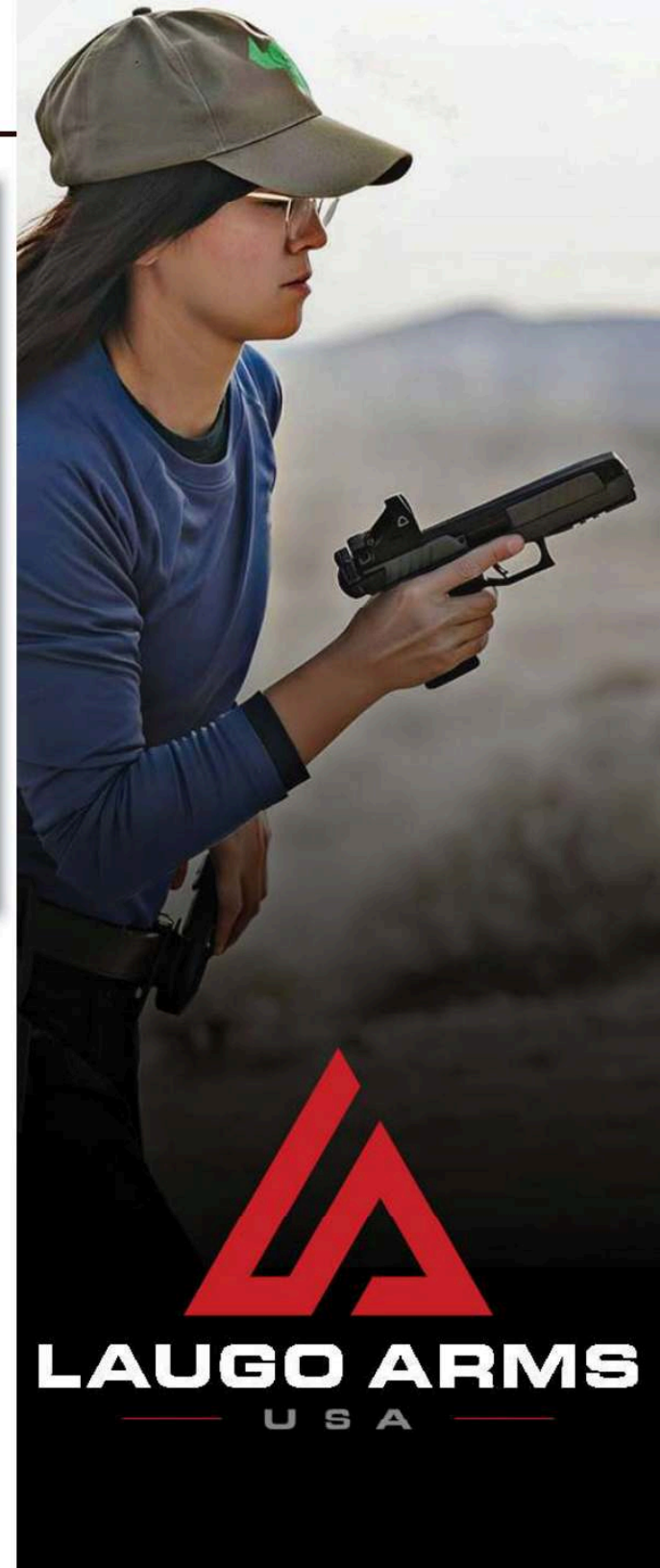
Competitor: Standing with both feet touching start bar. Competitor's choice of starting firearm.

Carbine: Default, or loaded and staged in dump box.

Handgun: Default, or loaded and holstered

PROCEDURE

Engage all targets from within the shooting area.



LAUGO ARMS
— U S A —

UNDER THE BRIDGE



Carbine Targets

26 Rounds | 11 Practical paper, 4 static steel

START POSITION

Competitor: Standing with both feet touching start plate.
Carbine: Default

PROCEDURE

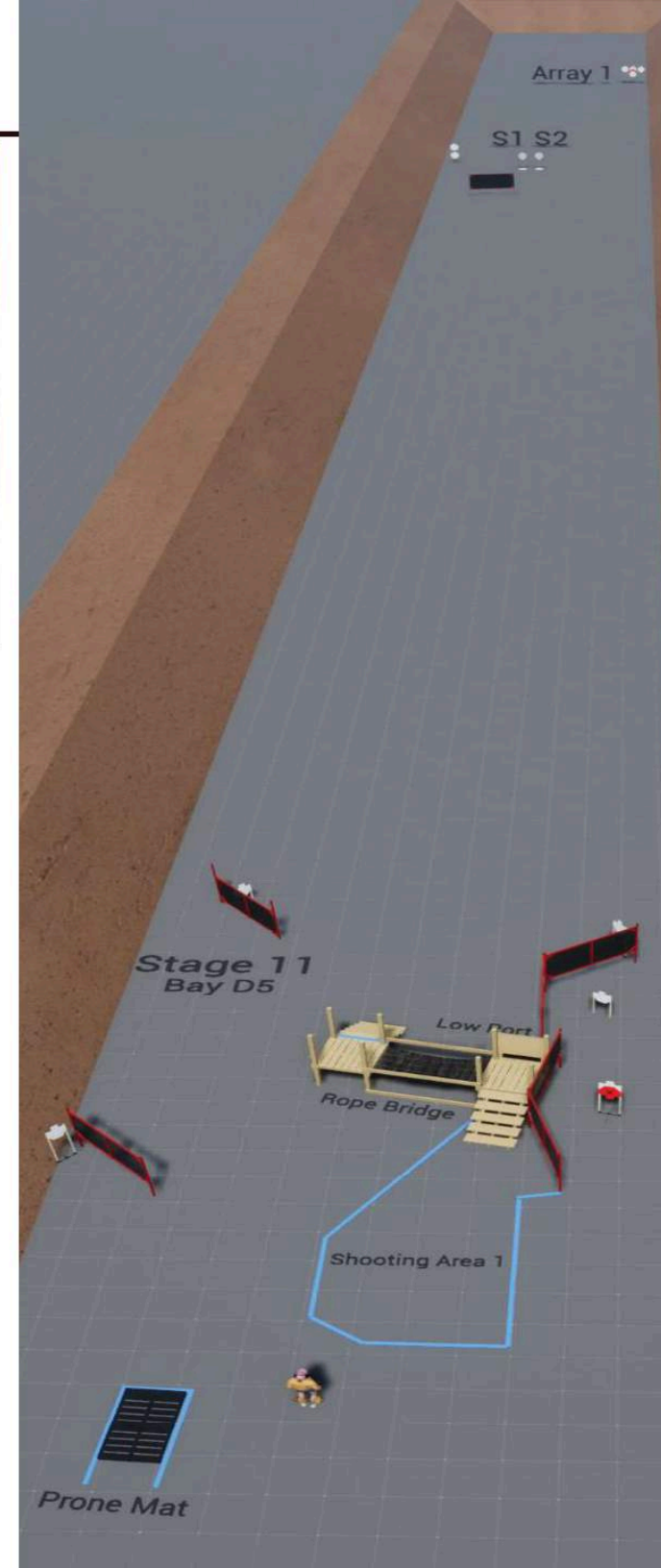
Engage all targets from within the shooting areas given the following:
Array 1 may only be engaged from either the Prone Mat or while completely on the hanging slats portion of the bridge. Engaging Array 1 outside of these positions shall earn 1 procedural per shot fired at the array (up to 4 maximum).

Static Steel S1 & S2 must be engaged once each through the Low Port and while completely on the hanging slats portion of the bridge (4 hits total).

ADDITIONAL RESTRICTIONS

Competitor may not use any stable component of the bridge for support while engaging Array 1 and S1/S2 from the hanging slats.

Shooting Area 1 includes all portions of the raised bridge structure except the downrange steps as marked.



UNGAHBUNGAH



Carbine Targets

23 Rounds | 8 Practical paper, 2 static steel torsos, 3 static steel A-zone plates.

Handgun Targets

23 Rounds | 11 Practical paper, 1 static steel (DMT)

START POSITION

Competitor: Standing with both feet touching start plate.

Carbine: Unloaded and slung.

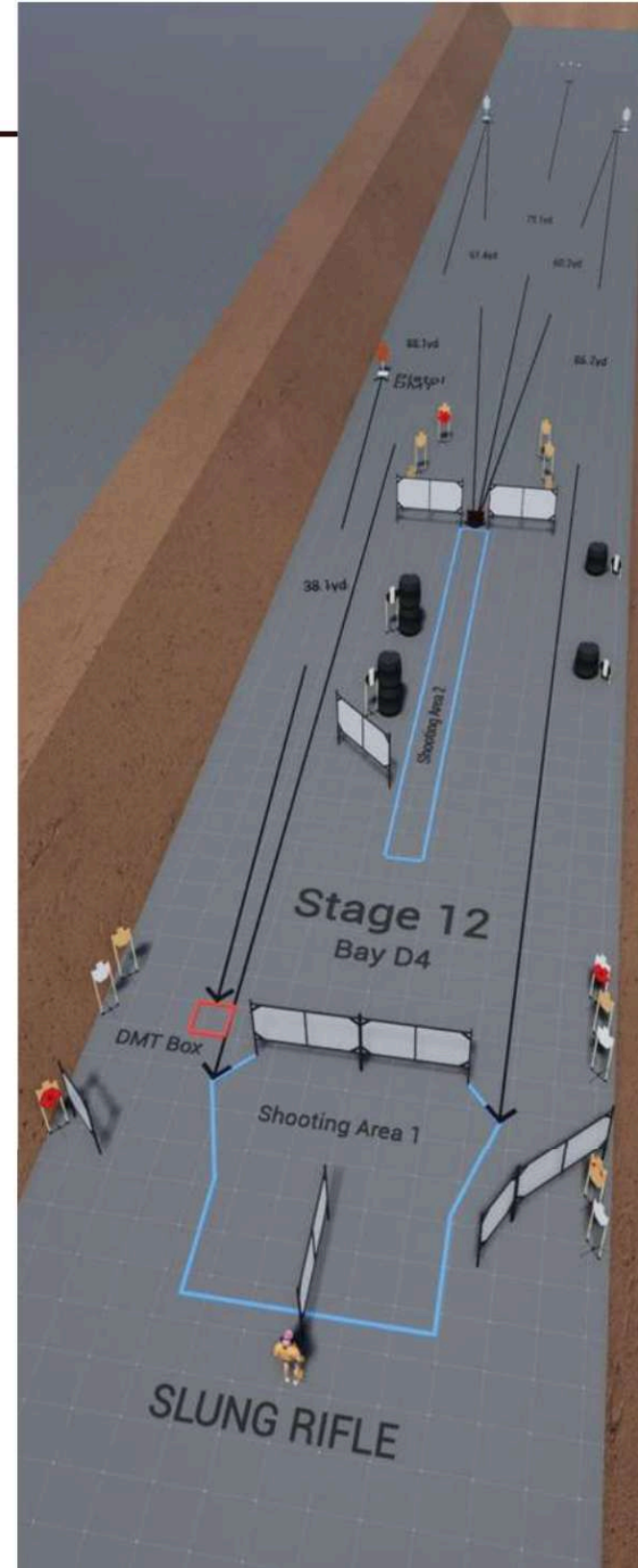
Handgun: Default

PROCEDURE

Engage all handgun paper visible from within Shooting Area 1, then drop magazine and engage Pistol DMT from within the DMT Box only. Reholster handgun, load carbine and engage all rifle targets from within Shooting Areas 1 & 2. The 2 static carbine torsos must be engaged once each from both shooting areas (4 hits total). Abandon carbine and engage remaining handgun paper from Shooting Area 2.

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.



HE PROTEC, HE ATTAC



Carbine Targets

17 Rounds | 7 Practical paper, 2 static steel, 1 falling steel

Handgun Targets

17 Rounds | 8 Practical paper, 1 swinging Rhino plate

START POSITION

Competitor: Standing with both feet touching start plate.

Carbine: Loaded and staged in dump box.

Handgun: Default

PROCEDURE

Engage all handgun targets from within Shooting Area 1. Engage all carbine targets from within Shooting Area 2.

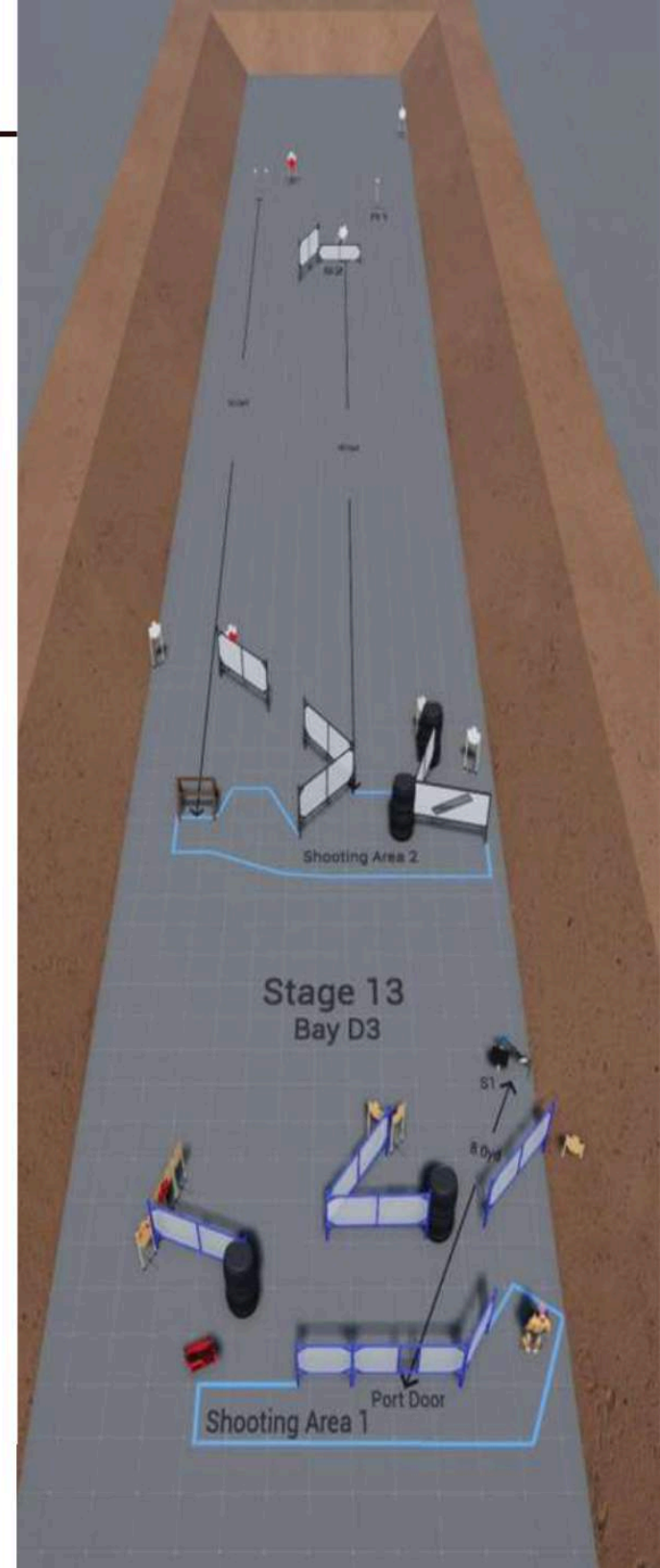
ACTIVATED TARGETS

Port Door activates steel plate swinger S1.

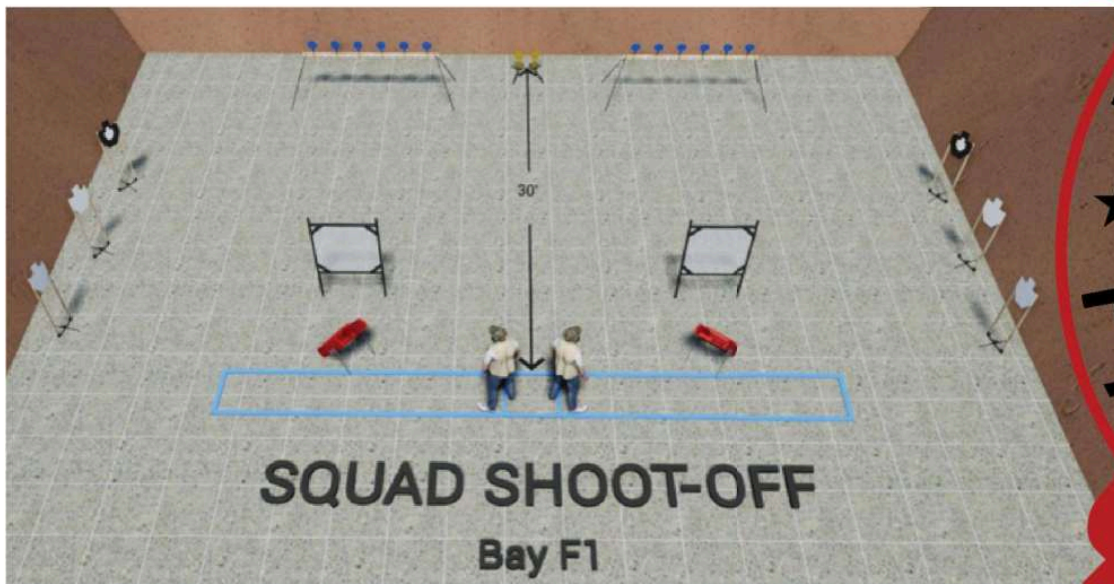
Ripper R1 activates swinger S2.

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



Carbine Targets

6 Rounds | 2 Practical paper, 1 mini Practical paper.

Handgun Target

7 Rounds | 6 falling steel, 1 popper

START POSITION

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 suffice. 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 RO16 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.

ADDITIONAL RESTRICTIONS

Popper must be engaged from the far side of competitors respective shooting area only

On behalf of the entire team, it is my honor to welcome you to the 2025 PCSL 2-Gun Nationals. I am filled with a profound sense of humility and gratitude. When we started this journey, the goal was simply to build a match format that we loved to shoot—something modern, practical, and free from the restrictions that often complicate our sport. It is incredible to see that vision embraced by so many of you as well.

Since our first major event in 2021, our team has been leading by example—pushing the standards of both match production value and what it means to be a competent practical shooter in the modern era.

Paradoxically, my two main goals with PCSL have been to raise the skill level required to dominate within practical shooting while simultaneously harboring an inclusive environment for someone with zero competitive experience to jump in and enjoy the challenge and the journey.

We are achieving those goals in both directions. Without a doubt, PCSL will continue to grow and offer champion-level shooters the opportunity to prove their greatness at magnitudes we have yet to see in practical shooting. Additionally, PCSL redefines how easy it is to get started in shooting sports with its intuitive divisions and shooter-focused ruleset that encourages growth, learning, and fairness.

Our growth is a testament to every single competitor, match director, and volunteer around the globe.

Thank you for believing in PCSL, for traveling to be here, and for being a part of the future of competition shooting.

Max Leograndis
Match Director, PCSL



P.S. 20

ADDITIONAL RESTRICTIONS

Pallets are solid barriers.

No-shoot pillow is DECORATIVE ONLY