

POULSBO SPORTSMAN CLUB

JULY 2023 ACTION PISTOL SHOOT - RESULTS

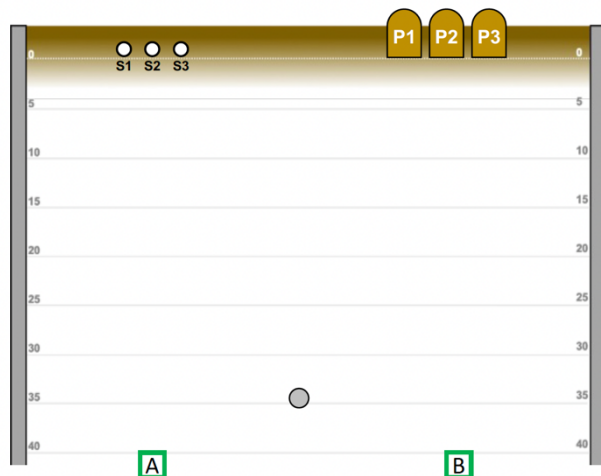
SHOOTERS USING OPTICS			
Shooter	Stage 1	Stage 2	Stage 3
Tab	42.11	44.39	44.55
Eugene	24.21	47.20	69.66
Kyle	45.16	36.82	39.60
Josh	40.77	56.91	59.56

SHOOTERS NOT USING OPTICS (STANDARD PISTOL)			
Shooter	Stage 1	Stage 2	Stage 3
Terry	42.34	55.25	89.53
Tim	46.80	28.95	47.43
Mary	120.44	150.37	99.04
Matthew	60.79	44.45	86.85
Kevin	41.90	32.75	61.58

SHOOTERS NOT USING OPTICS (SINGLE-STACK)			
Shooter	Stage 1	Stage 2	Stage 3
Steve	40.21	32.19	71.78

Stage 1: "Long Shots"

This stage requires the shooter to engage steel and paper targets from a greater-than-usual distance, using a variety of grips/holds. 15 rounds total, assuming all hits on steel.



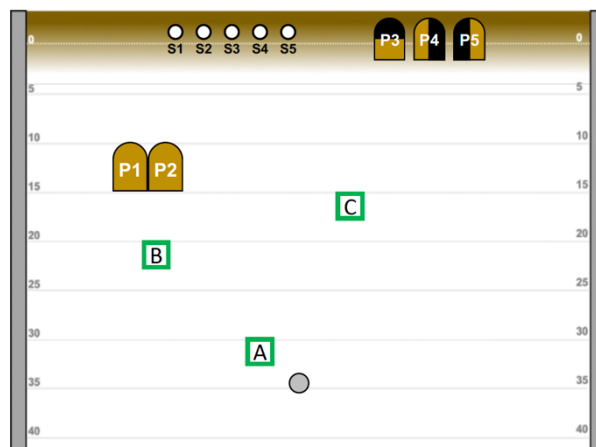
- Shooter loads makes ready (weapon safe and holstered) in box "A."
- At the start, shooter draws and engages steel targets S1-S3 (40ft away), freestyle.
- Shooter then moves to box "B," and engages paper targets P1-P3 (40ft away) with two rounds per target, STRONG HAND ONLY.
- Shooter then switches hands and re-engages paper targets P1-P3 (40ft away) with two more rounds per target, WEAK HAND ONLY.

NOTES: - Shooter moves with muzzle always in range fan and trigger outside trigger guard
- Four magazines are required for this stage.

SCORE: Timed total plus any penalties from paper targets or errors.

Stage 2: "Mixed Bag"

This stage combines a mix of steel and paper targets, from various distances, with some in partial cover. Minimum of 20 rounds are required to complete stage, assuming all hits on steel.



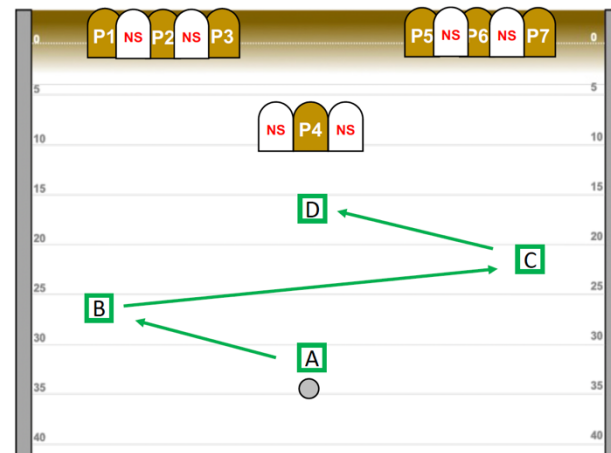
- Shooter loads makes ready (weapon safe and holstered) in box "A," hands on barricade.
- At the start, shooter draws and engages steel targets S1-S5 (30ft away),
- Shooter then moves to box "B" and engages paper target P1 and P2 (5ft away) with 3 rounds each.
- Shooter then moves to box "C" and engages paper targets P3-P5 (15ft away) with 3 rounds each.

NOTES: - No magazine load limit. Shooter may reload as needed to complete stage.
- Hits on no-shoots count as a miss (+10) plus an error (+10) for +20 total.
- Shooter moves with weapon out, finger outside of trigger guard and muzzle in range fan.

SCORE: Timed total plus any penalties from paper targets or errors.

Stage 3: "Crowded House"

This stage requires the shooter to engage paper targets, from various distances with the presence of no-shoots, while moving 28 rounds are required to complete stage.



- Shooter loads makes ready (weapon safe and holstered) in box "A"
- At the start, shooter draws and engages paper targets P1-P7, one round per target, freestyle.
- Shooter then moves towards box "B." While moving between Box "A" and Box "B" shooter engages paper targets P1-P7, one round per target. Shooter may not enter Box B until after engaging all targets.
- Shooter then moves towards box "C." While moving between Box "B" and Box "C" shooter engages paper targets P1-P7, one round per target. Shooter may not enter Box C until after engaging all targets.
- Shooter then moves towards box "D." While moving between Box "C" and Box "D" shooter engages paper targets P1-P7, one round per target. Shooter MAY enter Box D at any point and may continue engaging targets while in D.

NOTES: - No magazine load limit. Shooter may reload as needed to complete stage.