

# POULSBO SPORTSMAN CLUB

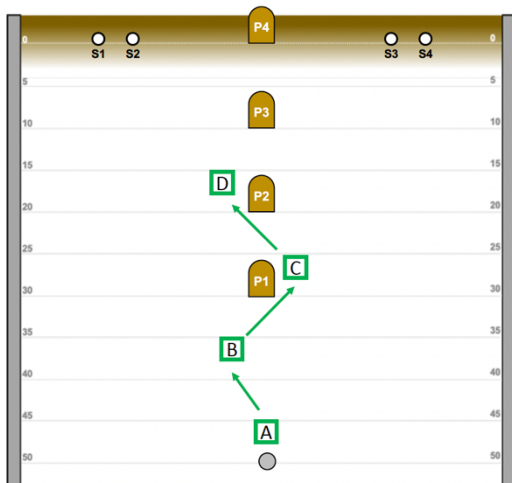
## AUGUST 2023 ACTION PISTOL SHOOT - RESULTS

SHOOTERS USING OPTICS			
Shooter	Stage 1	Stage 2	Stage 3
Steve	74.45	48.87	49.07
Peter	39.97	76.74	44.97
Adam	35.21	61.63	60.81
Eugene	27.18	38.95	32.27
Kyle	31.42	66.06	32.85

SHOOTERS NOT USING OPTICS (SINGLE-STACK)			
Shooter	Stage 1	Stage 2	Stage 3
Terry	59.80	122.32	110.51

### Stage 1: "Serpentine"

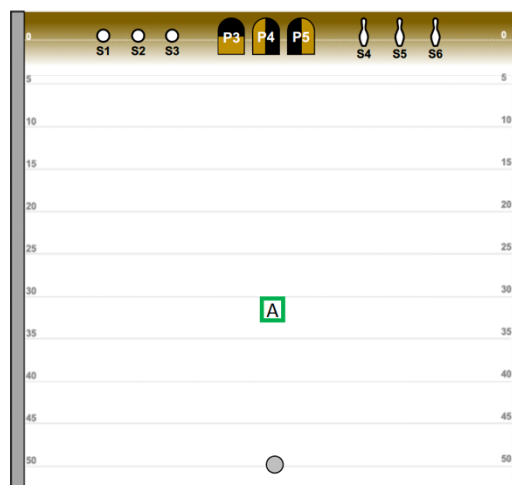
This stage combines a mix of steel and paper targets, from various distances, with some in partial cover. Minimum of 22 rounds are required to complete stage, assuming all hits on steel.



1. Shooter loads and makes ready (weapon safe and holstered) in box "A," at the 45ft line.
2. At the start, shooter draws and engages S4.
3. Shooter then moves to Box "B" at the 35ft line. From "B," Shooter engages P1-P4, 2 rounds each, then S1.
4. Shooter then moves to Box "C" at the 25ft line. From "C," Shooter engages P2-P4, 2 rounds each, then S3.
5. Shooter then moves to Box "D" at the 15ft line. From "D," Shooter engages P3-P4, 2 rounds each, then S2. Time stops when S2 falls.

### Stage 2: "Handoff"

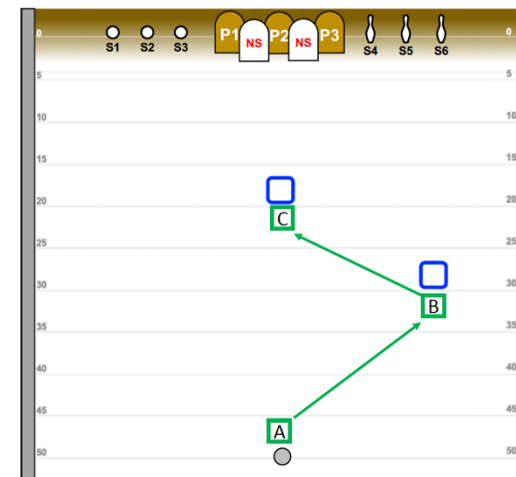
This stage requires the shooter to transition between two, strong, and weak hand shooting while engaging steel and half-cover paper targets. Minimum of 15 rounds are required to complete stage, assuming all hits on steel.



1. Shooter loads and makes ready (weapon safe and holstered) in box "A," at the 30ft line.
2. At the start, shooter draws and, shooting FREESTYLE, engages ONE steel round (S1-S3) and ONE steel pin (S4-S6), and all paper targets (P1-P3) with one round each for paper.
3. Shooter then transitions to STRONG HAND ONLY, and engages ONE steel round (S1-S3) and ONE steel pin (S4-S6), and all paper targets (P1-P3) with one round each for paper.
4. Shooter then transitions to WEAK HAND ONLY, and engages ONE steel round (S1-S3) and ONE steel pin (S4-S6), and all paper targets (P1-P3) with one round each for paper.

### Stage 3: "Pickup Run"

This stage combines a mix of steel and paper targets and requires shooter to move to a new location to obtain reload-magazines. 30 rounds are required to complete stage, with 3 magazines.



1. Shooter loads and makes ready (weapon safe and holstered) in box "A," at the 45ft line with 10 ROUNDS IN FIREARM. Shooter places one extra magazine (10 rounds) on the table at "B" and another (also 10 rounds) on the table at "C." Shooter has no extra magazines on-person.
2. At the start, shooter draws and engages ONE OF EACH steel (knock-down) and all paper (2 rounds each) targets. Shooter drops magazine and moves to "B" at the 30ft line.
3. At "B," shooter engages engages ONE OF EACH steel (knock-down) and all paper (2 rounds each) targets. Shooter drops magazine and moves to "C" at the 20ft line.
4. At "C," shooter engages engages ONE OF EACH steel (knock-down) and all paper (2 rounds each) targets.