

# POULSBO SPORTSMAN CLUB

## JUNE 2024 ACTION PISTOL SHOOT – RESULTS

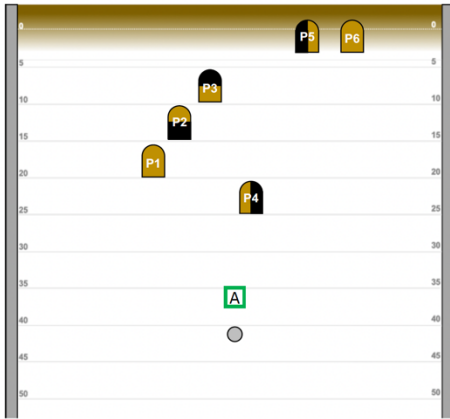
SHOOTERS USING OPTICS Regardless of Capacity/Type			
Shooter	Stage 1	Stage 2	Stage 3
Peter	45.36	39.29	60.10
Bryan	26.91	26.93	26.19
Rudy	36.40	40.53	45.25
Eugene	24.57	41.23	28.66
Kyle	27.14	51.97	35.59
Adam	61.44	32.32	42.95
Ryan B	75.21	41.26	54.18
Max	52.10	52.34	43.79

SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Humberto	55.01	42.98	49.86
Terry	100.52	56.03	71.48
Ryan W	68.80	75.45	74.52

SHOOTERS NOT USING OPTICS Low-Capacity Pistol & Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Steve	42.22	54.87	50.60
Seth	74.87	77.67	94.36

### Stage 1: "Six of One, Half of Some"

This stage combines a mix of steel and paper targets and requires shooter shoot from seated and standing positions. 18 rounds are required for this stage.



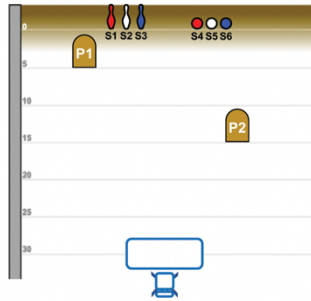
- Shooter loads and makes ready with 6 rounds in the weapon and two magazines with 6 rounds each. At the signal, shooter grabs pistol and engages all paper targets (P1-P6) with ONE round on each target.
- Shooter then executes a reload on the empty weapon and repeats.
- Shooter then executes a reload on the empty weapon and repeats.
- Stage is complete when shooter has fired 18 rounds, 6 from each of 3 mags/cylinders.
- NOTES:
  - No order required, shooter may engage in any order but must put only ONE round per magazine on each target
  - A hit on cover is a miss (-10)
  - No makeup shots, extra shots

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

### Stage 2: "Table for One"

This stage challenges the shooter to engage targets immediately after retrieving a pistol using two-handed, strong-handed, and weak-handed shooting.

Minimum of 18 rounds total (6 rounds per run) are required to complete stage, assuming all hits on steel. No specific magazine requirements for this stage.

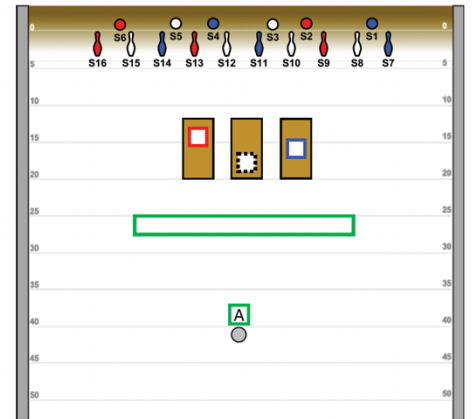


- Shooter loads pistol (full mag) and makes ready, placing pistol on table. Pistol is in ready condition (loaded, safety engaged as applicable, hammer down as applicable), barrel pointed downrange. Shooter decides which side of pistol is facing up.
  - Shooter sits in chair, hands on knees.
  - On start, shooter engages paper targets P1 (25 ft), and P2 (15 ft) with 2 rounds each, in any order.
  - Shooter then engages ONE ROUND steel target (S1-3, 30 ft) and ONE PIN steel target (S4-6, 30 ft) in any order. Times stops when both steel have fallen.
  - Shooter returns pistol to the table and makes ready for the next run.
  - Shooter repeats steps 1-4 with STRONG-HAND ONLY 2<sup>nd</sup> run.
  - Shooter repeats steps 1-4 with WEAK-HAND ONLY for the 3<sup>rd</sup> run.
- NOTE:
  - Shooter may fire from standing or sitting, supported (by the table) or unsupported.
  - No magazine load limit. Shooter may reload as needed to complete stage.

SCORE: Timed total of all 3 runs plus any penalties.

### Stage 3: "Move and Match"

This stage requires the shooter to engage different colored steel targets through openings on three different barricades located between the shooter and the targets. Minimum of 16 rounds are required to complete stage, assuming all hits on steel.



- Shooter loads and makes ready (weapon safe and holstered) in box "A," at the 50ft line.
  - At the start, shooter draws moves forward to the 25ft line, where shooter will move laterally.
  - While at the 25 ft line, shooter moves laterally, engaging steel targets of each color through the opening of each barricade (located on the 20ft line) of the corresponding color.
  - Time stops when the last steel target falls.
- NOTES:
  - No magazine load limit. Shooter may reload as needed to complete stage.
  - Shooter may take as many shots as needed.
  - A miss is counted if a plate is left standing (+10).
  - A hit on a target of the wrong color is an error (+10).
  - Shooter moves with weapon out, finger outside of trigger guard and muzzle in range fan.