

# POULSBO SPORTSMAN CLUB

## SEPTEMBER 2024 ACTION PISTOL SHOOT – RESULTS

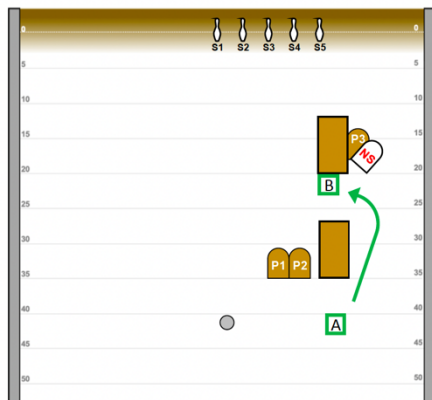
SHOOTERS USING OPTICS Regardless of Capacity/Type			
Shooter	Stage 1	Stage 2	Stage 3
Peter	19.64	43.87	
Ken	14.75	31.38	1 win
Eugene	14.91	41.90	1 win
Kyle	14.93	36.39	3 wins
Big Timm	23.93	37.62	
CJ	19.75	28.72	1 win
Max	18.40	48.60	4 wins

SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Seth	39.69	54.70	

SHOOTERS NOT USING OPTICS Low-Capacity Pistol & Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Rudy	44.77	107.14	
Tim	44.32	121.79	

### Stage 1: "Swing On By"

This stage combines a mix of steel and paper targets and requires shooter to advance, and shoot, around barricades, which incorporating a reload. 11 rounds minimum are required for this stage, assuming all hits on steel



1. Shooter loads and makes ready with 6 rounds in the weapon in box "A."
2. At the signal, Shooter engages paper targets (P1-P2) with TWO rounds on each.
3. Shooter then moves forward around the right of the first barricade, engaging P3 with TWO rounds while moving forward.
4. Shooter then executes a reload on the empty weapon and takes a position behind the second barricade.
5. Shooter then engages steel targets S1-S5 around the left side of the barricade.
6. Stage is complete when last steel target drops.

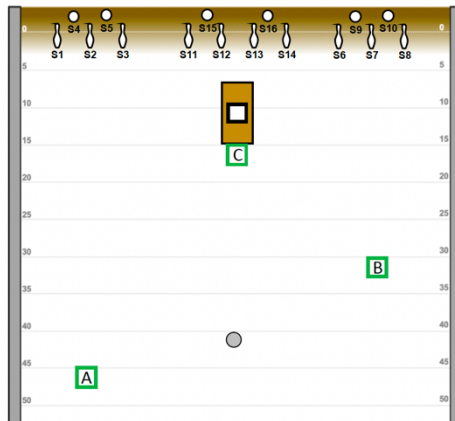
**NOTES:**

- A hit on the no-shoot is a miss AND an Error (-20 total)
- No makeup shots / extra shots
- For steel, a miss is counted if a plate is left standing (+10). Additional error (+10) if shooter fails attempt at least 2 shots on each plate before moving on as a miss

**SCORE:** Timed total plus any penalties.

### Stage 2: "All Fall Down"

This stage requires the shooter to engage sets of steel targets at different distances and through a barricade openings. Minimum of 16 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 steel targets S1-S5.
3. Shooter then moves to box "B" at the 30ft line and engages steel targets S6-S10.
4. Shooter then moves to barricade "C" at the 15ft line and engages steel targets S11-S16.
5. Time stops when the last steel target falls.

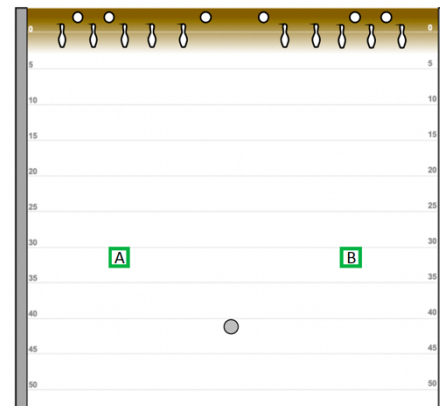
**NOTES:**

- No magazine load limit. Shooter may take as many shots as needed and may reload as needed to complete stage.
- A miss is counted if a plate is left standing (+10). Additional error (+10) if shooter fails attempt at least 2 shots on each plate before moving on as a miss
- Shooter moves with weapon out, finger outside of trigger guard and muzzle in range fan.
- Steel Rounds are on pedestals, Steel Pins are on the ground.

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

### Stage 3: "Head to Head"

This stage pits two shooters against each other.



1. Two shooters take up position in "A" and "B" and load and make ready.
2. On the start signal, each shooter tries to knock down their own set of steel targets.

**NOTES:**

- No magazine load limit. Shooter may take as many shots as needed and may reload as needed to complete stage.
- No times kept.
- Every shooter goes against all others at least once.
- Steel Rounds are on pedestals, Steel Pins are on the ground.

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