

# POULSBO SPORTSMAN CLUB

## NOVEMBER 2024 ACTION PISTOL SHOOT – RESULTS

SHOOTERS USING OPTICS Regardless of Capacity/Type			
Shooter	Stage 1	Stage 2	Stage 3
Peter	75.77	62.66	54.82
Ken	29.27	43.45	41.02
Joshua	42.90	23.94	86.42
Humberto	82.82	33.41	85.94

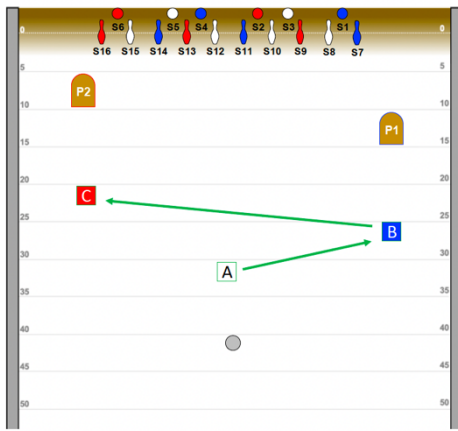
SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Josh B.	61.12	48.94	94.42
Steve	47.37	58.03	65.81
Rudy	52.75	51.91	70.71
Stephanie	136.26	78.31	161.02
Rob	55.34	47.55	97.21

SHOOTERS NOT USING OPTICS Low-Capacity Pistol & Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Zeke	205.69	104.11	152.17
Elijah	111.64	108.61	194.06
Tim	150.69	39.04	

RIMFIRE SHOOTERS Any handgun firing a rimfire caliber			
Shooter	Stage 1	Stage 2	Stage 3
Eli	140.04	66.49	156.98

### Stage 1: "Red, White, and Blue"

This stage requires the shooter to engage different colored steel targets from corresponding positions. Minimum of 20 rounds are required to complete stage, assuming all hits on steel.



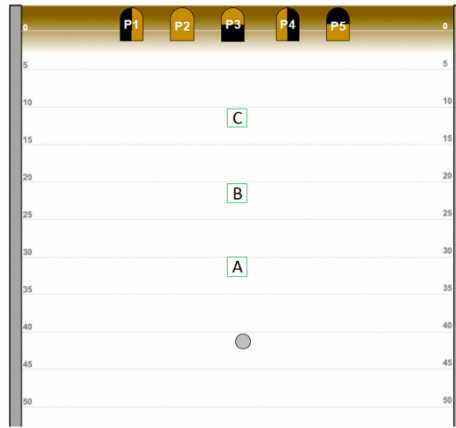
- Shooter loads and makes ready (weapon safe and holstered) in box "A," at the 30ft line.
- At the start, shooter draws and engages all WHITE steel targets (3, 5, 8, 10, 12, and 15)
- Shooter moves forward to "B" at the 25ft line and engages paper target P1 (10ft away) with 3 rounds before engaging all BLUE steel targets (1, 4, 7, 11, and 14).
- Shooter moves forward to "C" at the 20ft line and engages paper target P2 (10ft away) with 3 rounds before engaging all BLUE steel targets (2, 6, 9, 13, and 16).
- 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.

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

### Stage 2: "Turn and Run"

This stage requires shooter to turn around and engage 5 targets with varying amount of cover, then move in to subsequently closer positions while executing reloads. 15 rounds are required for this stage.



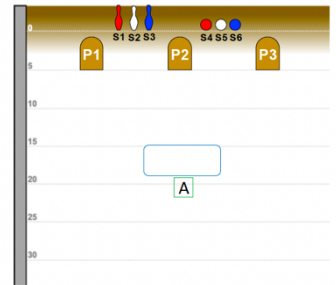
- Shooter loads and makes ready with 5 rounds in the weapon and two magazines with 5 rounds each. Shooter stands facing away from target in Box "A" and awaits start.
- At start signal, shooter turns around, draws, and engages all paper targets (P1-P5) with ONE round on each target.
- Shooter then executes a reload on the empty weapon while moving forward to "B" then repeats, engaging all paper targets (P1-P5) with ONE round on each target.
- Shooter then executes a reload on the empty weapon while moving forward to "C" then repeats, engaging all paper targets (P1-P5) with ONE round on each target.
- Stage is complete when shooter has fired 15 rounds, 5 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 from each box.

- No shooting on the move, all targets must be engaged inside A/B/C box.  
- 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 3: "Variety Show"

This stage challenges the shooter to engage targets immediately after retrieving a pistol using two-handed, strong-handed, and weak-handed shooting from a standing position. Minimum of 33 rounds total (11 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 stands behind table in "A" and awaits start.
- On start, shooter engages paper targets P1, P2, and P3 (10 ft) with 3 rounds each
- Shooter then engages ONE ROUND steel target (S1-3, 15ft) and ONE PIN steel target (S4-6, 15ft) in any order. Times stops when both steel targets 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 not use the table for support while shooting.  
- No magazine load limit. Shooter may reload as needed to complete stage.

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