

# Action Pistol Shoot

## Poulsbo Sportsman Club

### WHAT IS IT?

Our monthly Action Pistol Shoot is a fun, friendly competition that also allows shooters to develop practical pistol skills. We generally follow NRA rules and procedures. Both members and non-members are welcome. Any safe handgun (revolver or autoloading pistol) may be used. To encourage the use of firearms comfortable for the shooter, there are no rules on weights, lengths, features, etc.. There are also no awards, prizes, or rankings for our shoot, but we do post scores to help shooters see how they performed. In order to allow friendly, informal competition and to give shooters an idea of how well they shoot compared to similarly-equipped others, we group shooters into these categories when posting results:

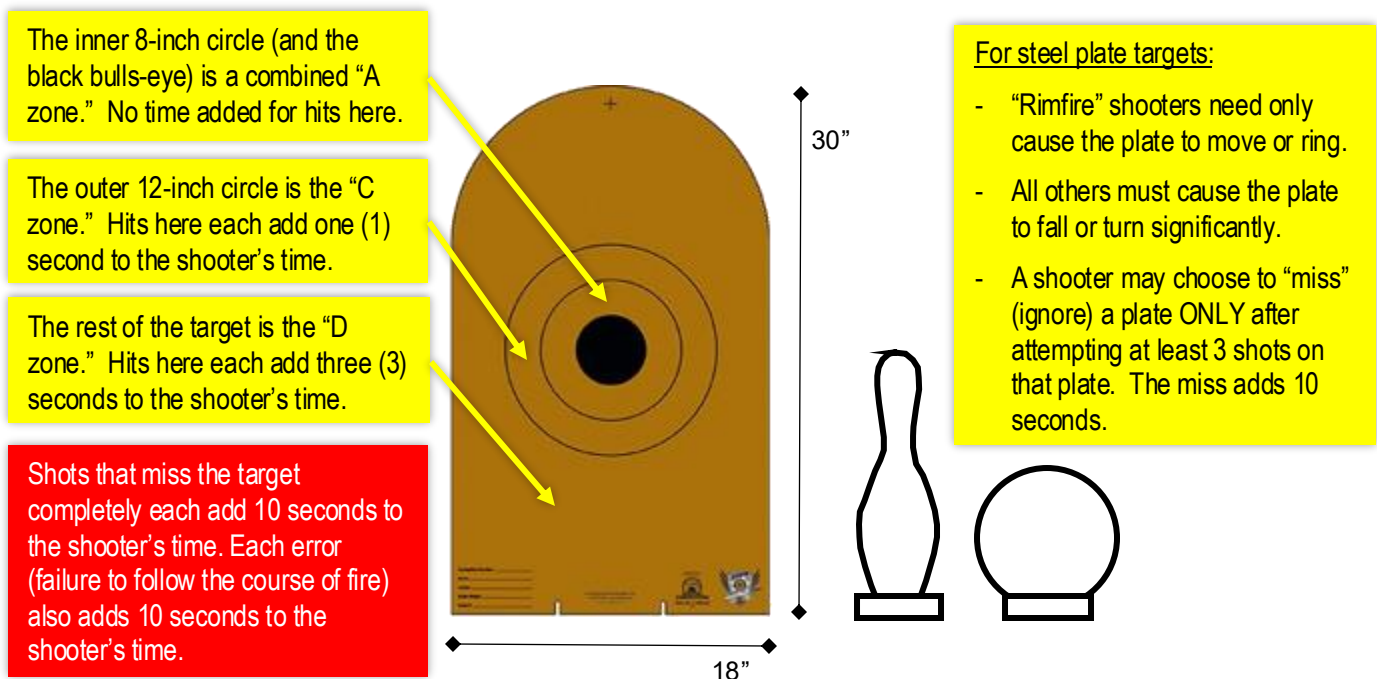
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes ALL handguns in a chambering less powerful than full-power (9mm/38spl and up).
- The "Low-Cap" category includes all full-power handguns WITHOUT optics and capacity of 8 rounds or less. (1911's, S&W Shield, revolvers, etc.). Any "Pistol" shooter may voluntarily participate in "Low-Cap" by limiting their loads/mags to 8 rounds max.
- The PCC category includes all pistol-caliber carbines and similar weapons. Rifle-caliber pistols or long guns are not allowed. Pistol-caliber AR-type pistols with a brace attached will be categorized as PCC.

### WHAT DO YOU NEED TO PARTICIPATE?

- The match fee is \$5.00.
- Shooters will need approximately 100 rounds of ammunition. (See stages for specifics.).
- Shooters are asked to wear a holster that covers the pistol's trigger guard. (Shooters without holsters may participate but will follow slightly different procedures.)

### EVENT DETAILS:

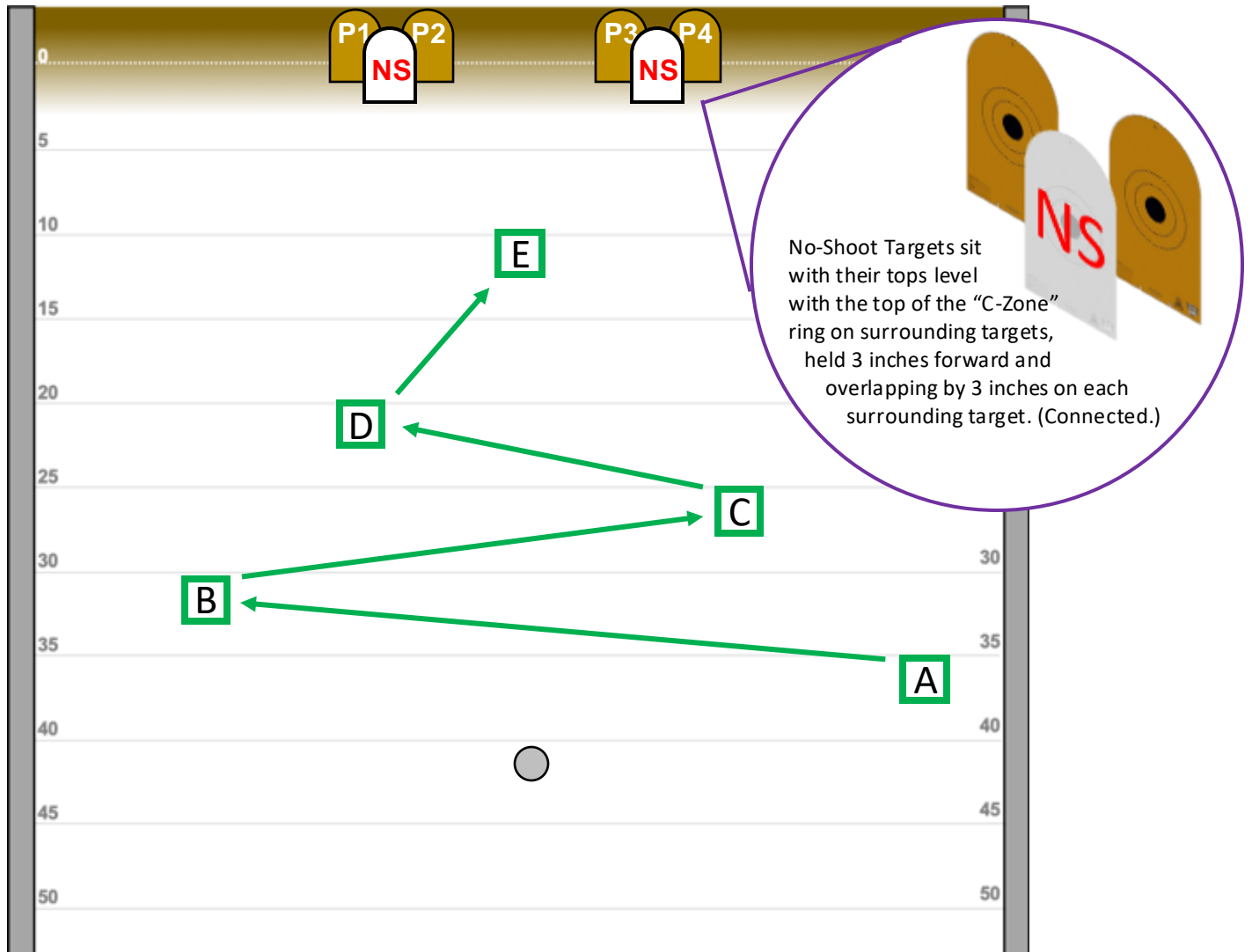
- Participants should sign in no later than 0830 to pay and receive the safety brief. The first stage begins at 0900.
- Participants will receive a safety and operations briefing at the start of the match.
- Targets may be a mix of NRA cardboard, 8" steel round-plates, and 15" tall steel pin-plates, scored as shown below.
- The shoot will have 3 stages (shown on the following pages).
- Depending on participation, the shoot lasts 3 - 5 hours. Shooters are asked to help with take-down/clean-up at the end of the shoot.



DECEMBER 2024  
COURSES OF FIRE

## Stage 1: "Zigety Zag"

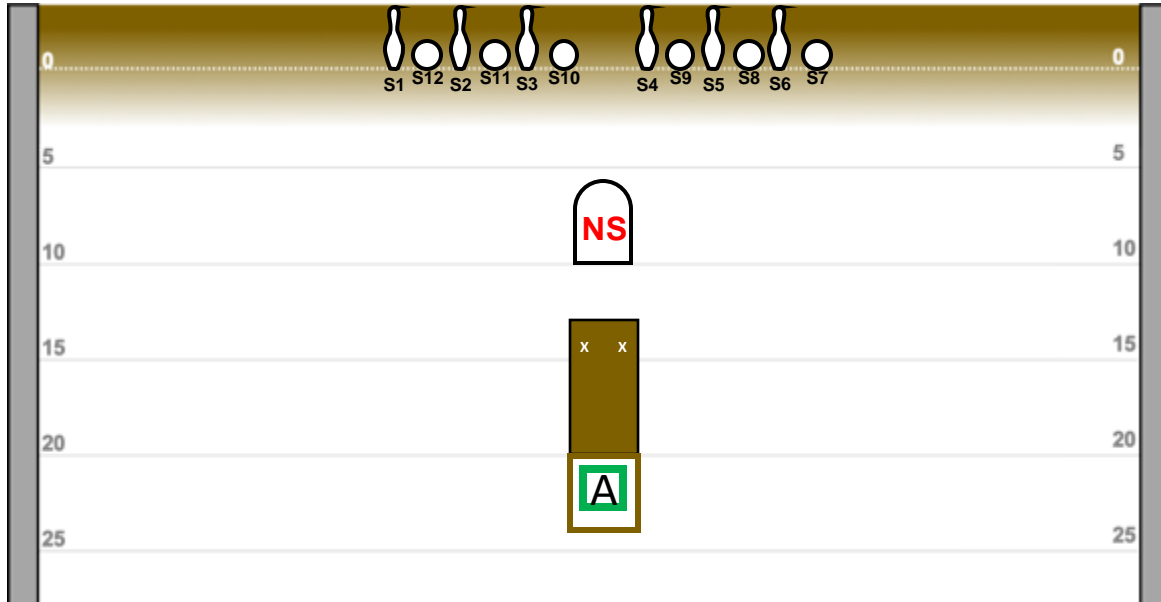
This stage requires shooter to turn around and engage 4 targets, around no-shoot targets, from multiple positions in rapid succession. Total of 20 rounds required to complete this stage.



1. Shooter loads and makes ready in Box "A" (35ft line) and awaits start.
  2. At start signal, shooter turns around, draws, and engages all paper targets (P1-P4) with ONE ROUND on each target.
  3. Shooter then moves to "B" (30ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
  4. Shooter then moves to "C" (25ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
  5. Shooter then moves to "D" (20ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
  6. Shooter then moves to "E" (10ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
    - No shooting on the move, all targets must be engaged inside A/B/C/D/E box.
    - A hit on a no-shoot is -20
    - No makeup shots or extra shots
- SCORE: Timed total plus any penalties from paper targets or errors.

## Stage 2: “Ding Dong”

This stage challenges the shooter to engage steel targets around a barricade while executing a required reload. Minimum of 12 rounds and two magazines are required for this stage, assuming all hits on steel



1. Shooter stands in box "A" immediately behind barricade (20ft from line) and loads pistol and makes ready. Both hands are on the barricade "x-points" and the pistol is holstered.
2. At start, shooter draws and engages LEFT three steel PIN targets (S1-S3) around LEFT side,
3. Shooter then transitions behind the barricade to the RIGHT side and engages the right three steel PIN targets (S4-S6) around the RIGHT side of the barricade.
4. Shooter then conducts a mandatory first reload. **NOTE: If shooter already has conducted a reload by this point, no additional reload is required.**
5. Shooter then engages RIGHT three steel ROUND targets (S7-S9) around RIGHT side of barricade,
6. Shooter then transitions behind the barricade to the LEFT side and engages the left three steel ROUND targets (S10-S12) around the LEFT side of the barricade.

NOTES: - No magazine load limit.

- Failure to conduct magazine change is an error (10 sec)

- Shooting the wrong type of steel target is an error (10 sec)

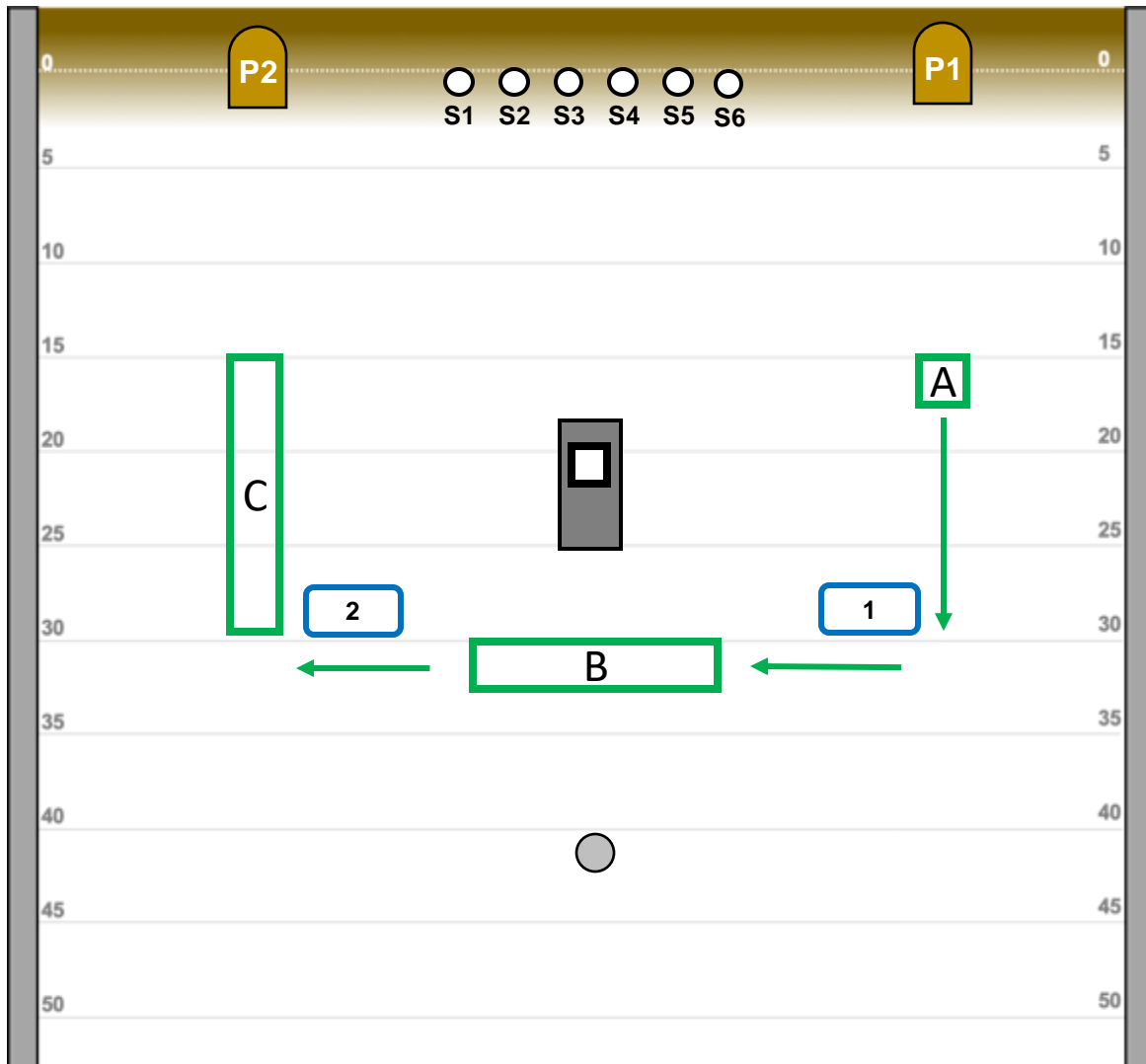
- Shooter must have both feet either in or on the box (no outside the box).

- Shooter may shoot with either or both hands for grip (freestyle).

SCORE: Combined time for all three runs, plus penalties.

## Stage 3: "Run the Tables"

This stage requires shooter to engage 2 paper and 5 steel targets while moving and conducting reloads from mag retrieval locations. Minimum of 18 rounds to complete this stage, assuming all hits on steel, and three magazines.



1. Shooter loads and makes ready WITH SIX (6) ROUNDS in Box "A" (10ft line) and awaits start.
2. At start signal, shooter draws and engages paper target (P1) with SIX rounds.
3. Shooter then moves backwards to table "1" (30ft line), retrieves a spare magazine (or other ammunition), and conducts a reload.
4. Shooter then moves laterally through box "B" while engaging 6 steel round targets (S1-S6, 30ft), THROUGH THE WINDOW of the barricade.
5. Shooter then moves to table "1" (30ft line), retrieves a spare magazine (or other ammunition) and conducts a reload.
6. Immediately after reloading, Shooter begins moving forward in box "C" while engaging paper target (P2) with SIX rounds WHILE MOVING FORWARD (30-10ft).
  - Box A shots stationary, all other shots are on the move.
  - No makeup shots or extra shots
  - Start with 6 rounds only, no limit for reload mags.

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