

POULSBO SPORTSMAN CLUB

DECEMBER 2024 ACTION PISTOL SHOOT – RESULTS

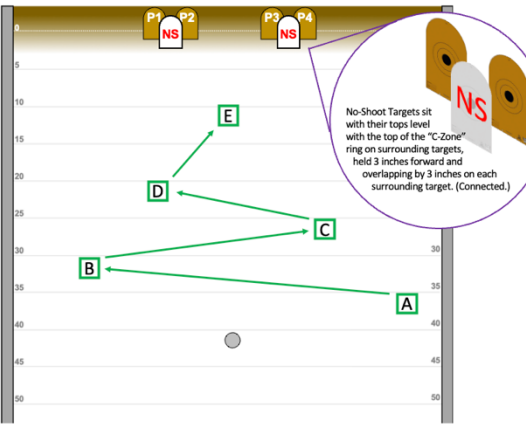
SHOOTERS USING OPTICS Regardless of Capacity/Type			
Shooter	Stage 1	Stage 2	Stage 3
Peter	52.70	33.21	41.62
John	88.51	63.02	107.22
Jessica	82.09	76.02	144.31

SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Hilton	56.31	52.60	45.14
Rudy	43.25	36.34	37.36

SHOOTERS NOT USING OPTICS Low-Capacity Pistol & Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Tim	78.05	56.21	67.77

Stage 1: "Ziggety 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.

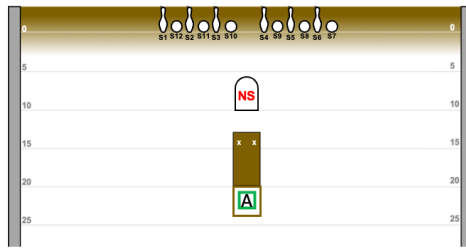


- Shooter loads and makes ready in Box "A" (35ft line) and awaits start.
- At start signal, shooter turns around, draws, and engages all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "B" (30ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "C" (25ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "D" (20ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
- 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



- 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.
- At start, shooter draws and engages LEFT three steel PIN targets (S1-S3) around LEFT side.
- 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.
- Shooter then conducts a mandatory first reload. **NOTE: If shooter already has conducted a reload by this point, no additional reload is required.**
- Shooter then engages RIGHT three steel ROUND targets (S7-S9) around RIGHT side of barricade.
- 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.

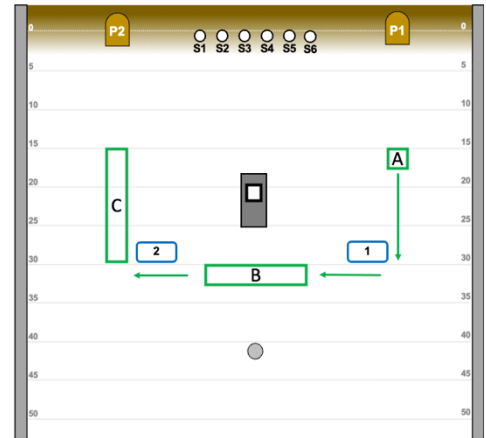
NOTES: - No magazine load limit.

- 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.



- Shooter loads and makes ready WITH SIX (6) ROUNDS in Box "A" (10ft line) and awaits start.
- At start signal, shooter draws and engages paper target (P1) with SIX rounds.
- Shooter then moves backwards to table "1" (30ft line), retrieves a spare magazine (or other ammunition), and conducts a reload.
- Shooter then moves laterally through box "B" while engaging 6 steel round targets (S1-S6, 30ft), THROUGH THE WINDOW of the barricade.
- Shooter then moves to table "1" (30ft line), retrieves a spare magazine (or other ammunition) and conducts a reload.
- 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.