

POULSBO SPORTSMAN CLUB

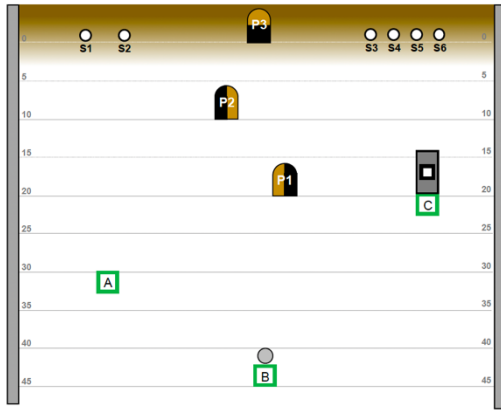
JANUARY 2025 ACTION PISTOL SHOOT – RESULTS

SHOOTERS USING OPTICS Regardless of Capacity/Type			
Shooter	Stage 1	Stage 2	Stage 3
Peter	58.49	33.96	27.71
Eugene	42.23	17.48	88.58
Tab	24.18	18.67	19.70
Alex	67.26	37.64	36.90
Hilton	40.44	38.23	34.60

SHOOTERS NOT USING OPTICS Full-capacity (9+ Rounds) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Terry	61.28	39.27	34.85
Rudy	35.57	30.57	26.60
Park	25.47	31.35	26.70
Steve R.	60.36	31.74	22.49
Steve F.	42.00	35.82	36.73
Tim	132.41	74.05	71.48

Stage 1: "Get Around"

This stage requires rapid engagement of multiple targets. Minimum of 12 rounds are required to complete this stage, assuming no misses on steel. Two magazines required for this stage.



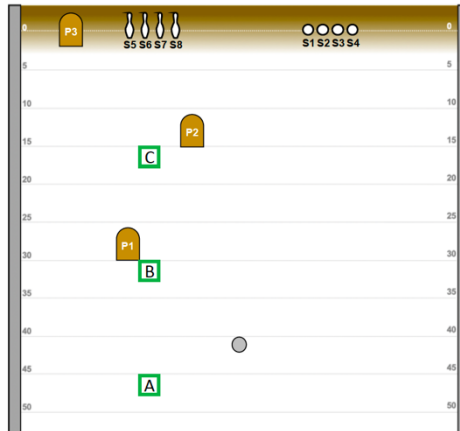
1. Shooter moves to "A" and loads/makes ready. Weapon is holstered.
2. At start, shooter draws and engages steel targets S1 & S2 (30 ft).
3. Shooter then moves back to behind the post at "B" and engages paper half-targets P1 (20 ft), P2 (30 ft), and P3 (40 ft) with 1 rounds each, shooting around the LEFT side of the post.
4. Shooter then conducts a mandatory reload.
5. Shooter then engages paper half-targets P1 (20 ft), P2 (30 ft), and P3 (40 ft) with 1 rounds each, shooting around the RIGHT side of the post.
6. Shooter then moves to C and engages steel targets S3 - S6 (20 ft)

NOTE: - Targets may be NOT engaged outside of engagement positions ("A, B, C")
- Shooter may shoot freestyle. Shooter may reload as needed to complete stage.

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

Stage 2: "Close or Careful"

This stage forces the shooter to adjust for varying distances, and offers a choice: move to progressively closer firing positions, or stay put and take careful aim. Minimum of 14 rounds total are required to complete this stage. No specific magazine requirements for this stage.



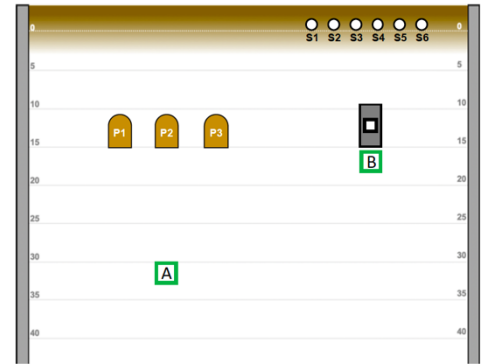
1. Shooter begins in box "A" where shooter loads (full mag) and makes ready.
2. At start, shooter engages paper targets P1 (15ft away), P2 (30ft away), and P3 (45ft away) with 2 rounds each, in any order.
3. Shooter MAY move up to box "B" (but is NOT REQUIRED).
4. Shooter then engages ONE SET of steel targets (S1-S4 or S5-S8) in any order.
5. Shooter MAY move up to box "C" (but is NOT REQUIRED).
6. Shooter engages the OTHER SET of steel targets in any order.
7. Time stops when all steel targets have fallen.

NOTES: - Shooter may remain at box A (or B) and engage targets from the greater distance.
- Targets may be NOT engaged outside of engagement positions ("A, B, C")
- No magazine load limit for this stage. Shooter may reload as needed to complete stage.

SCORE: Total time, plus penalties from P1, P2, and P3.

Stage 3: "Burndown"

This stage requires the shooter to rapidly engage targets at close range. Minimum of 18 rounds are required to complete stage, assuming all hits on steel. Three magazines are required to complete the stage.



1. Shooter loads makes ready (weapon safe and holstered) in box "A" with SIX ROUNDS ONLY. Shooter has AT LEAST two additional magazines (no load limit)
2. At the start, shooter engages paper targets P1, P2, and P3 (15 ft) with 2 rounds each, in any order.
3. Shooter then conducts a slide-lock reload and re-engages P1, P2, and P3 (15 ft) with 2 more rounds each, in any order.
4. Shooter then moves to box "B" while executing a mandatory reload.
5. Shooter engages steel targets S1-6 (15 ft) through the barricade.

NOTES: - No shooting while outside of box "A" or box "B."
- Shooter may reload as needed to complete stage.

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