

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:

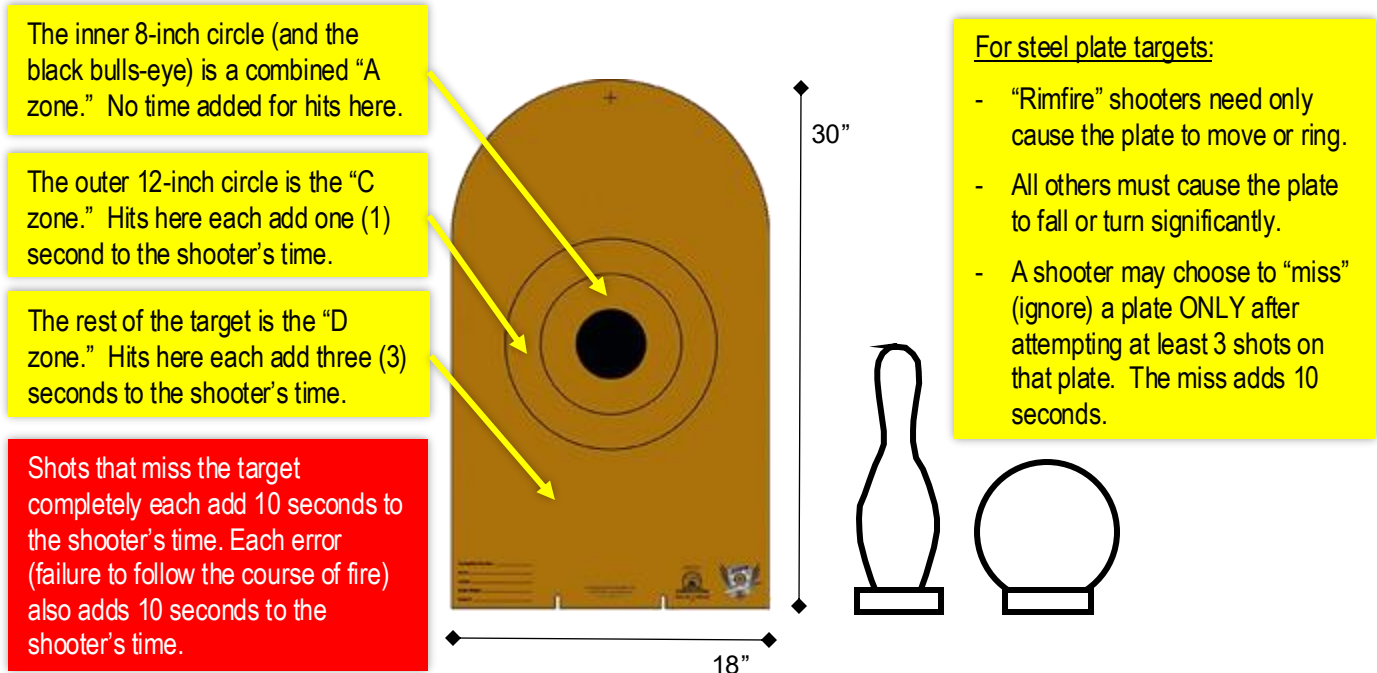
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes 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:

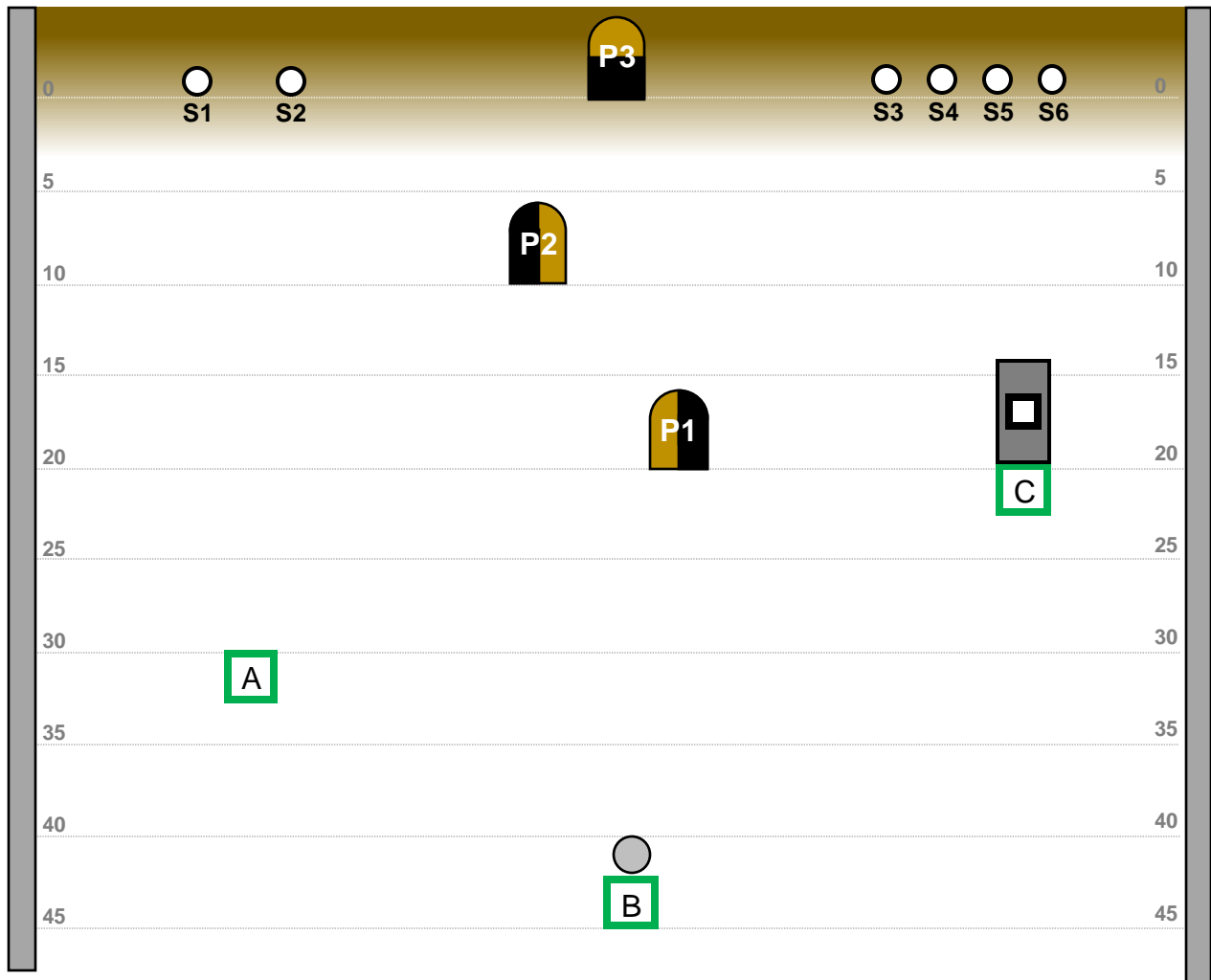
- Participants should sign in no later than 0830 to pay and receive the safety brief. The first stage begins at 0900.
- Participants will receive a safety and operations briefing at the start of the match.
- Targets may be a mix of NRA cardboard, 8" steel round-plates, and 15" tall steel pin-plates, 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.



JANUARY 2025
COURSES OF FIRE

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.



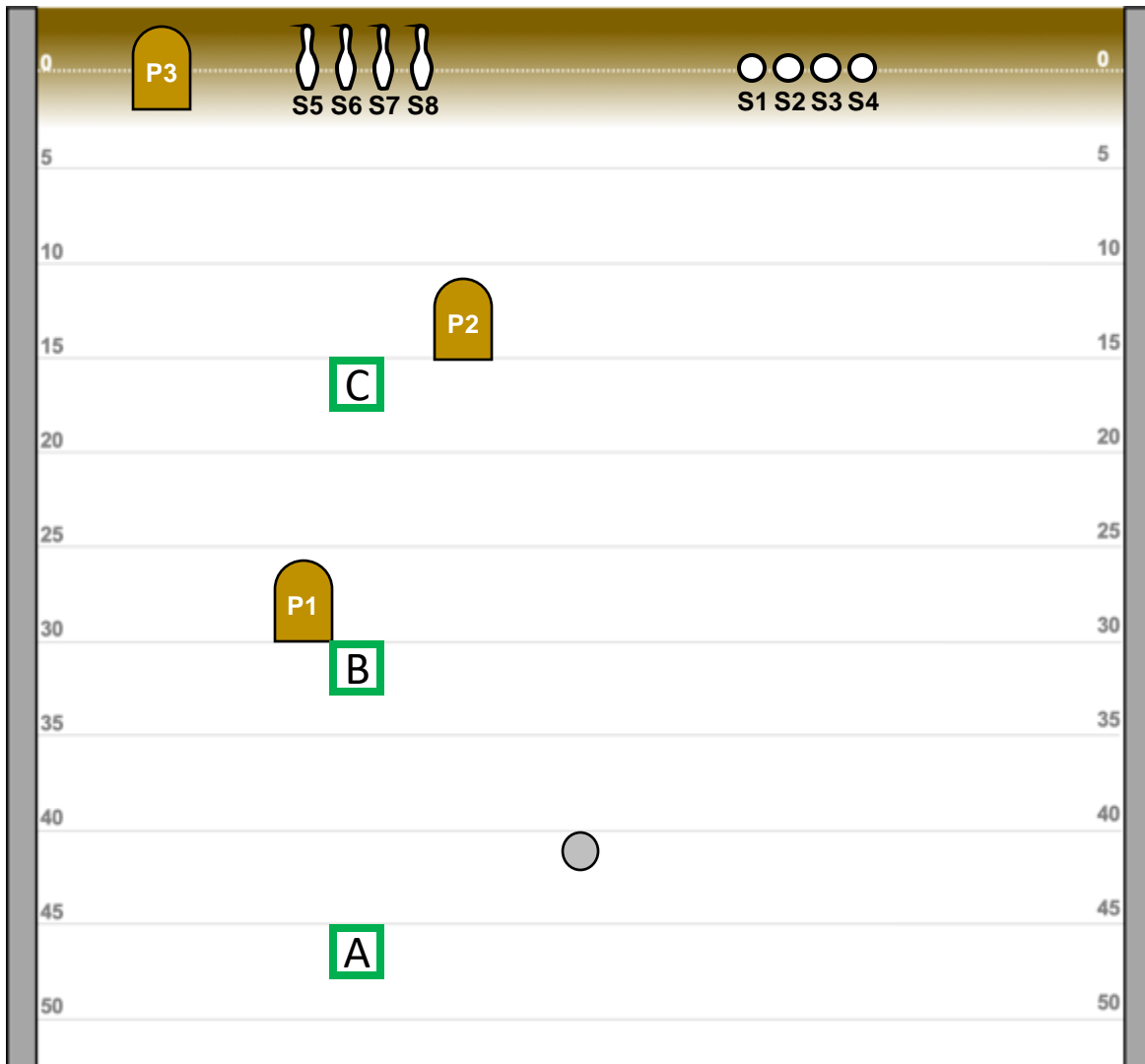
1. Shooter moves to "A" and loads/makes ready. Weapon is holstered.
2. At start, shooter draws and engages steel targets S1 & S2 (30 ft).
3. Shooter then moves back to behind the post at "B" and engages paper half-targets P1 (20 ft), P2 (30 ft), and P3 (40 ft) with 1 rounds each, shooting around the 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.

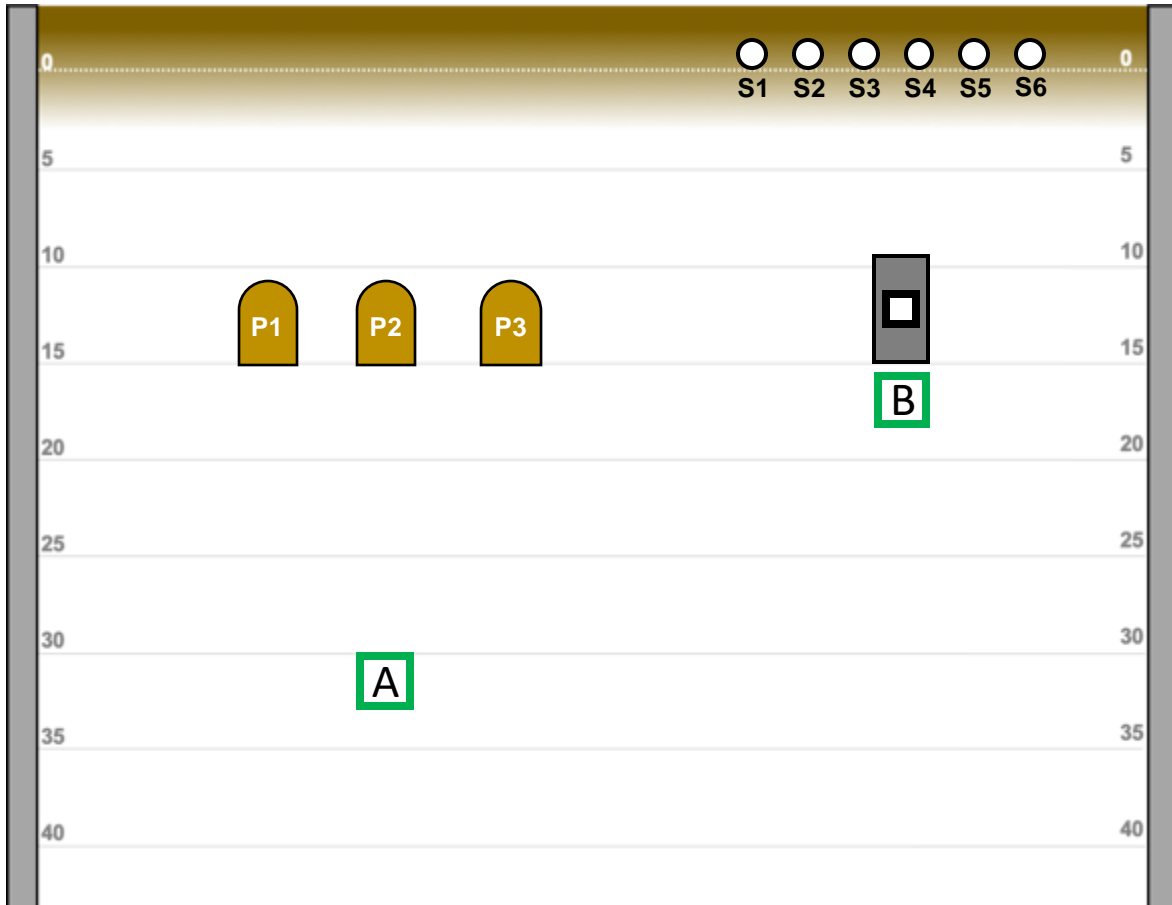
NOTES: - Shooter may remain at box A (or B) and engage targets from the greater distance.
- Targets may be NOT engaged outside of engagement positions ("A, B, C")
- No magazine load limit for this stage. Shooter may reload as needed to complete stage.

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.